



neopets®

THE OFFICIAL MAGAZINE



An Official Beckett Entertainment Publication
U.S. \$9.99 • Canada \$14.99 • K48262 • Issue 6
www.neopetsmagazine.com



PRINTED IN THE U.S.A.
© NeoPets, Inc. 2004



A KAJILLION TINY, TANGY, CRUNCHY
CANDIES ALL IN ONE CLEVER BOX.



NOW THAT'S A LOT OF NERDS®

wonka.com

WONKA® and NERDS® are registered trademarks of Société des Produits Nestlé S.A., Vevey, Switzerland



CONTENTS

FEATURES

8 A PIRATE'S LIFE FOR ME

12 NEOBOARDS

What are they and how to use them

14 TOP 10 PIRATE ITEMS

If you want to be a real swashbuckler, you'll be needing some of these!



16 SWASHBUCKLING ADVENTURES

The Grand Tales of Yerik the Pirate Lupe

18 CHARACTER GUIDE TO KRAWK ISLAND



20 HASEE BOUNCE

Hop 'Til You Drop!

24 KEYS TO CREATING A SUCCESSFUL GUILD

Ever wondered what all the fuss was about?



28 10 SIGNS YOUR ADDICTED TO NEOPETS

Is your homepage set to www.neopets.com? Watch out... that's only the beginning...

30 WHAT MAKES A YURBLE A YURBLE?

A spotlight on Neopia's newest addition

52 HOW TO DRAW CAP'N THREELEGS

It's time to learn how to draw that generous chap, Cap'n Threelegs!

56 IT'S ALL IN YOUR MINE

A Guide to Kreludan Mining Corp.

60 A RIGHT ROYAL AFFAIR

Why not make your Neopet look like the prince or princess they really are?

62 CAN YOU BRAVE THE PIRATE CAVES?

Hannah and the Pirate Caves™ offers exciting gameplay and creative game-building elements.



**66 A DAY IN THE LIFE OF A
NEOPIAN SHOPKEEPER!**

How I Made Over **10,000**
Neopoints in One Day!

70 BEACH VOLLEYBALL BONANZA!

Having fun in the sun...

74 JAMBA JUICE

76 THE GHOST SHIP

78 YOUR ISLAND AWAITS!

A pictorial look at the new
Mystery Island TCG series.

96 A PIRATE IN THE SKY

DEPARTMENTS

6 EDITOR'S NOTE

10 THE EDITORIAL

87 NEOPETS COLLECTABLES CORNER

88 NEOPETS TCG SECRETS

92 MARKETPLACE

70



FUN & GAMES

32 NEOPETS ART GALLERY

33 NEOPETS POSTER

**91 CONTEST: WIN A SET OF
MYSTERY ISLAND TCG.**

91



The Game for Girls with

BRATZ

Fashion Party Fever
Game + With Super Stylin'
Collectible Cards

Check out these
Funky Fresh
outfits!



a Passion for Fashion!

Get into this
Super Stylin'
Card Game!



You and your friends are throwing a party! Work together with your gal pals to get your Bratz™ dressed in dazzlin' outfits before the clock runs out! Swap fashion cards and complete the Fashion Passion Prism, and all the Bratz™ will be struttin' it on the dance floor in style!

Visit bratzparty.com for the entire checklist of the Bratz™ Collectible Game Cards and more awesome stuff!

BRATZ™

Win a Stylin' Spa Party! Entry forms
are in each card pack! See details below!

SUPER STYLIN' SPA PARTY SWEEPSTAKES

No purchase or Internet access necessary to enter or win. Game is open only to legal residents of the fifty (50) United States, the District of Columbia and Canada and you must be thirteen (13) years of age or older as of 4/1/04 or have your parent or legal guardian's permission. Void in Puerto Rico, Quebec Province and where prohibited by law. There are two (2) ways to enter the drawings for the Grand Prize. (1) Buy a specially marked pack of Upper Deck Bratz trading cards (while supplies last) and fill out the enclosed entry form. (2) To play without purchase, go to www.bratzparty.com and fill out the online entry form. Limit: one (1) entry per outer envelope, per person, per household, per day and e-mail address regardless of method of entry. One (1) Grand Prize winner will win a one-day total beauty package at the hottest spa in their city "a Super Stylin' Spa Party" for themselves and three (3) friends (exact location and date will be at Upper Deck's sole discretion). Approximate Retail Value of Grand Prize: \$2,500(U.S.). Sponsor is not responsible for lost, late, damaged, misdirected, incomplete, illegible, stolen, or postage due mail. The Winner will be selected during a random draw from a pool of all eligible mail-in and online entries received on or around 9/15/04. Odds of winning in the drawing are contingent upon the number of valid entries received. Each potential winner must comply with all terms and conditions of the Official Rules found on www.bratzparty.com. For a copy of the Official Rules, send a self-addressed, stamped envelope to: Super Stylin' Spa Party, 5909 Sea Otter Place, Carlsbad, CA 92008.



www.bratzpack.com

TM & © 2004 MGA Entertainment, Inc. All Rights Reserved.
Product depicted for demonstration purposes only and subject to change without further notice. Upper Deck Entertainment and design are trademarks of the Upper Deck Co., LLC. ©2004 The Upper Deck Co., LLC.



EDITOR'S NOTE

Ahoy Mateys!

Our crew has put forth a mighty good selection of features on all those Neopian sea-worthy buccaneers, better known as pirates!

So, for all ye Neopets pirate lubbers, we've got a special treat in store for ye. For starters, we kick off our pirate theme with a nice little tale called "A Pirate's Life For Me" (p. 8). Ahh, it tis' a good story for all. Next, we have the Top 10 Pirate Items (p. 14), which could come in handy when venturing out to Krawk Island. Aye yesssss! This is where you'll also get to see the very rare Golden Pirate Amulet.

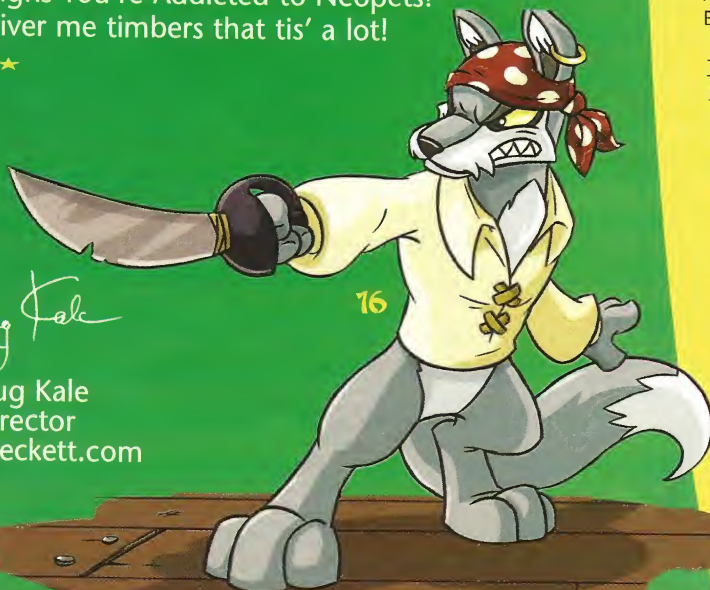
Next, it's onto our cover story about Yerik the Pirate Lupe titled, "Swashbuckling Adventures" (p.16). It's best that you read this story or 'ol Yerik might make you walk the plank! Arrggh! But we're not stopping here mateys. If you've ever taken an adventure through or around Krawk Island, chances are good that you've run into a few seedy-looking characters. To better help you identify these mischievous-looking figures, we've compiled a "Character Guide to Krawk Island" (p. 18). It's a must read for every Neopian adventurer.

Are you in search of some expert gaming advice? If your answer is yes, check out our game tips on Hasee Bounce (p. 20), Kreludan Mining Corp. (p. 56), and Beach Volleyball (p. 70). Now, if you're a Neopets TCG gamer or collector, we have an exclusive look at the new 100-card expansion series called Mystery Island (p. 78). Plus, you have a chance to win a complete set of Mystery Island cards (p. 91). Then check out our free poster and art contest winners (p. 32). And, if that's still not enough for you and you crave more Neopets stuff, then you need to take a big deep breath, exhale, and read "10 Signs You're Addicted to Neopets!" (p. 28). Shiver me timbers that tis' a lot! Yo-ho-ho! ★

Enjoy!

Doug Kale

Capt'n Doug Kale
Editorial Director
neopets@beckett.com



THE NEOPETS TEAM

Adam Powell, Anthony Conley, Calyn Reinhart, Cristina Anita, Danielle Hillebrandt, Dave Steen, David Johns, Darrell Hodges, Deb Pierson, Donna Williams, Heather Riesen, Jennie Hoffer, John Wick, Josef Calvento, Keith Tiernan, Lee Borth, Leslie Saiz, Maevae McGrath, Matt Waggoner, Marissa Morris, Miriam Lewis, Stephanie Yost Cameron, Story Sabatino, Todd Oman, Warren Lee, Zim McCurtis

Beckett President & CEO Dr. James Beckett

Publisher Claire B. Amano

EDITORIAL

Editorial Director Doug Kale

Assistant Editor Richard Strickland

Marketing Director Jenifer Grellhesl

Production Manager Jamie Webb

Advertising Sales Director Mike Obert

Direct Sales Caren Holtzman

Advertising Sales Mike Obert(Director), Scott Gilmore,

Kyla Howell, Dave Sliepk, Judi Smalling, Todd Westover

Contributing Writers Derek Anderson-Lamb, Steve Diamond,

Ron Evry, Katia Grimmer-Laversanne, Alison Wainwright

ART

Art Director Omar Mediano

Designer Dawn Sturgeon

Web Designer Amy Wienecke

Cover Artist Jeff Amano

BECKETT SPECIALTY PRODUCTS

Sales Manager Sonya Lewis

Customer Service Rep Lauri Smith

Assistant Brenda Weber

DIGITAL

Daniel Moscoso, Clark Palomino

World Wide Web Home Page:
www.neopetsmagazine.com

To Order a Subscription

(800) 840-3137

www.neopetsmagazine.com

Beckett Publications

Subscriptions

P.O. Box 3500

Big Sandy, TX 75755-9797

To Sell Neopets The Official Magazine

(972) 991-6657

E-mail: order@beckett.com

To Submit Neopets Art

Neopets The Official Magazine

Attention: Neopets Art Gallery

P.O. Box 800868

Dallas, TX 75248

Questions and Comments

Neopets The Official

MagazineAttention: Air Mail

15850 Dallas Parkway

Dallas, TX 75248

E-mail: neopets@beckett.com

BECKETT® is a registered trademark of Beckett Publications, Inc. Copyright 2000, Jim Beckett. Printed in the USA.

Neopets The Official Magazine (ISSN 1547-514X) (BN) (CPM 40013864) is published bi-monthly for \$44.99 U.S./\$64.99 Foreign a year by Beckett Publications, Inc. 15850 Dallas Parkway, Dallas, Texas 75248.

Postmaster: Send U.S. address changes to:

Neopets The Official Magazine, P.O.Box 3500, Big Sandy, TX 75755-9797.

Canada Post: PM # 40013864, Return Undeliverable Canada Addresses to:

Station A, PO Box 54, Windsor ON N9A 6J5, Email: cpreturns@wdsmail.com

Subscription Correspondence and Change of Address: All correspondence regarding magazine subscriptions should be addressed to: Beckett Publications, Subscriptions, P.O.Box 3500, Big Sandy, TX 75755-9797 or call: (800) 840-3137.

Editorial Correspondence: All submissions, including letters to the editor, are subject to editing for style and content. The opinions expressed in bylined articles are those of the author. They are not necessarily those of the publisher of this publication. Beckett Publications cannot be held responsible for unsolicited materials.

Send submissions to: Neopets The Official Magazine, 15850 Dallas Parkway, Dallas, Texas 75248.

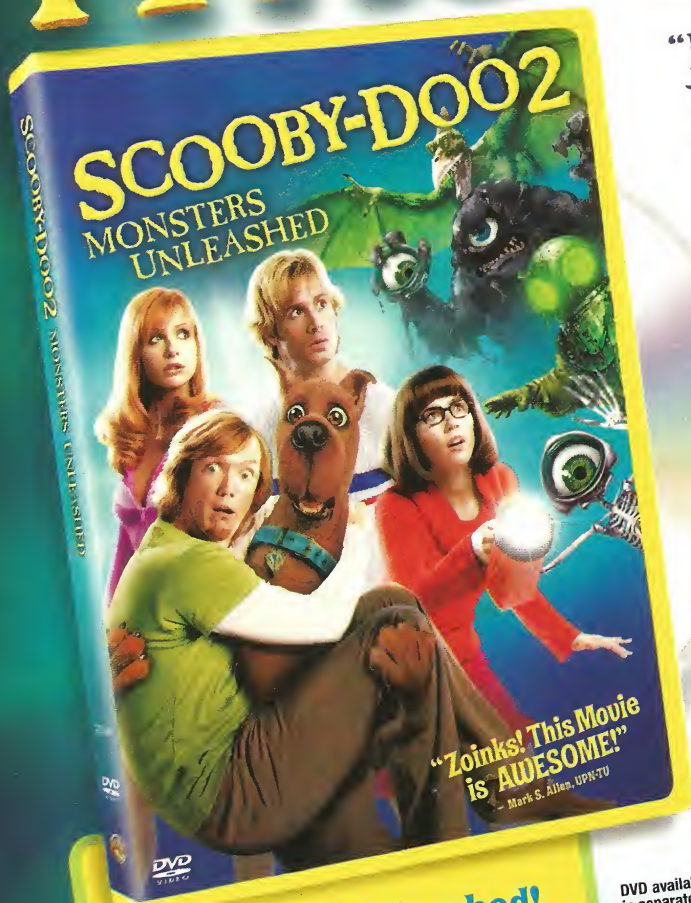
NEOPETS, and all characters, logos, names and related indicia are trademarks of Neopets, Inc. © 2004. All Rights Reserved. Used with permission. ® denotes Reg. US Pat. & Trademark Office.

To Advertise: (972) 991-6657
Fax (972) 991-1574



Neopets The Official Magazine

LET'S DOO IT AGAIN!



**"Fun for the
Whole Family.
I Loved it."**

—Steve Oldfield, FOX-TV

Cool Extras Unleashed!
Delicious Additional Scenes

- Cool Extras Unlocked!**
- 7 Minutes of Delicious Additional Scenes
 - Solve Puzzles with Shaggy
 - Scooby-Doo Gives You an Insider Tour of the Moviemaking Process
 - Music Videos
- ...and More!**

...and More!

**DVD available
in separate
Widescreen and
Full-Screen versions.**

YOU CAN OWN IT SEPTEMBER 14 ON DVD!

PG PARENTAL GUIDANCE SUGGESTED
Some Scary Action, Rude Humor and Language
Bonus Material Not Rated or Closed-Captioned

are trademarks of and © Hanna-Barbera.
Subject to Change.

SCOOBY-DOO™ and all related characters and elements are trademarks of and © Hanna-Barbera.
© 2004 Warner Bros. Entertainment Inc. All rights reserved. Bonus Material Subject to Change.

A Pirate's Life For Me!

Ar, me mateys! Ye be lookin' ta learn 'bout life on a pirate ship? Well, I's bein' th' perfect guide fer ya! Come aboard, mind yer hands, yer eyes an' yer manners an' we'll get yer education under way!

Th' front o' the ship is bein' called the "fore" -- as in "before" -- an' th' back o' th' ship is called th' "aft" - as in "after." Th' bôtton parts o' th' ship are called the "bilge" and th' top most part o' th' ship, up thar by th' sails, is called "th' tops."

Let's be talkin' about them sails fer a minute or two now. See, th' man in charge o' 'em is bein' called "th' Cap'n o' th' Tops" an' th' men who serve under him are called "topsmen." They work th' sails o' our ship, makin' sure we always catch th' best wind. Thar's all kinds o' different kinds o' sails, too. Thar be square sails, th' main sail, an' th' jib are just a few o' 'em. Each sail does somethin' special, and a topsman, he's got ta know 'em all. An' when ye be shortenin' th' sails up, that's bein' called "reefing th' sails," fer ya wants yer sails short when ye be goin' int' shallow waters where th' reefs be.

Back down 'ere, thar be plenty o' officers ta be commandin' th' hands about. Oh, "hands." That's what we be callin' th' crew. We also call 'em "jacks." If ye e'er hear a sailor called a "jack tar," 'tis because tar is what we be usin' to make sure water stays on th' outside o' th' ship.

Water leaks in all th' time, so we be usin' tar to seal up th' leaks. That means sailors always be covered with tar all th' time. Ye also hears 'em called "tar heels" because they paint th' bottom o' their feet with tar instead o' wearin' shoes. See, shoes slip and slide on th' wet wood deck, but a bare foot covered with tar has some hold.

We got ourselves a bosun - which is short for "boat's swain" - who's th' senior sailor on board. An' then thar's th'

coxswain who's bein' in charge o' th' ship's boats strapped ta its side. Th' gunner's mate is th' man in charge o' th' cannons an' thar's also riggers, dray-ers, th' navigator, pilot an' then, at th' top o' th' heap is bein' th' Cap'n hisself. Master o' th' boat. But th' thing most people dunna know is this: th' Cap'n an' all th' other officers, they're all bein' elected by th' other men ta lead th' ship. That's right, elected.

Ya sees, every decision made on th' ship is voted on by th' crew. When ya sign on fer a ship, ya sign a kind o' agreement: you get a vote on everything an' ya get a fair share o' whatever th' ship does capture. Thar ain't no navy ship in th' world's got that goin' fer 'em! So, if'n yer ever wonderin' why pirates be so devoted to th' cause, now ya know. We all gets ta vote on everything an' we get a fair share.

So, if'n ya wants ta be a sailor on our ship, all ya have ta do is sign that thar paper. Just a scratch o' yer name an' get aboard! You'll learn yer way around th' ship in no time, sailin' th' Seven Seas, capturin' plunder an' livin' th' life of a pirate! ★



WANT SOME NEOPETS® GAME HINTS?

You get game hints,
site news, previews
and more inside stuff
in every issue of
**Neopets: The Official
Magazine!**

FREE
Neopets TCG
booster pack
& starter set!
(With your paid one-year subscription.)



★ ★ ★
neopets

SUBSCRIBE TODAY!

☒ **YES!** Start my one-year subscription (6 bimonthly issues)
to *Neopets: The Official Magazine* for only \$29.99.
And send me a **FREE** Neopets TCG booster
pack and starter set. SOINP06

Send completed form to:

Neopets: The Official Magazine,

P.O. Box 3500, Big Sandy, TX 75755-9797

Name _____

Address _____

City _____ State ____ ZIP _____

E-mail _____ Birthdate ____/____/____
mm yy

☐ Payment Enclosed ☐ VISA/MC/AMEX/Discover

CC# _____ Exp. ____/____/____

Cardholder's name _____

Cardholder's signature _____

For faster credit card service, call 800-840-3137.

Payable in U.S. funds only. Check or money order only. Please allow 4-6 weeks for delivery of first issue. Canadian and international postage add \$20 extra for one-year subscription. Premiums offered to U.S. residents only, will be fulfilled upon receipt of subscription payment and may be substituted. Limited quantity available.

NEOPETS, characters, logos, names and all related indicia are trademarks of NeoPets, Inc., © 1999-2004. All rights reserved.

THE EDITORIAL

Q: Hi! I LOVE the McDonald's plushies, but I was wondering how you chose which species got to appear in Happy Meals. Will there ever be a time when the other species get a chance? - Cleone509

A: Glad you like them! We tried to choose a variety of Neopets that would appeal to a wide range of people, including some (like the Quiggle) who are not as popular as the rest. If we do another promotion with McDonald's we will be likely to use all new species to give the others a chance 😊

Q: Will There Ever Be A Baby Uni Morphing Potion? - Kelsey700105

A: Ooh, yes, we haven't done any Baby Morphing Potions really, so this is something to look forward to in the future.



Q: Do you have to enter a picture with the story if you want to win the Pet Spotlight? - SapphireTwilight

A: No, you do not have to. As a whole, spotlights are chosen based on the story you submit, i.e., why your Neopet deserves the award rather than anyone else's. Including a picture to accompany your story certainly doesn't hurt.

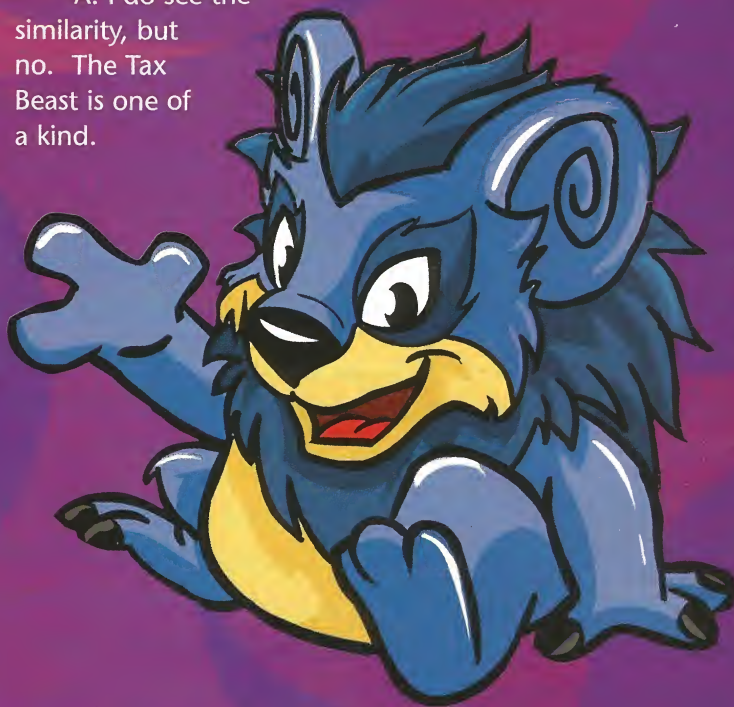
Q: I was thinking about getting a Paint Brush and I saw "retired" on some. Can you still use the retired Paint Brushes?

- Benzgoat

A: Yes, you can use retired Paint Brushes, with just a few exceptions. Stone and Glass no longer are usable. Everything else works just fine. They just aren't given out anymore.

Q: Is the Yurble related to the Tax Beast? - Starbys

A: I do see the similarity, but no. The Tax Beast is one of a kind.



Q: Can you make a trophy for collecting the cards for the Neodecks? There is a trophy for stamp collecting, but not for the cards. - Kea160

A: Yes, this is something we are planning to add shortly. Filling your Neodeck is no easy feat and deserves some sort of reward 😊

Q: If I make a private guild would it show up on my lookup? - __Funni_mon-key__76_

A: The name of your guild would show up in your user lookup, but if anyone clicked on it, they would not be able to see your guild unless they were a member of it.

Here are the answers to all those important questions.

Q: My pet has a Petpet, a Tanizard. I think that Tanizards are REALLY cute, but they only come in one colour. Would it be possible to get some more colours for the Tanizard? - Wolf_lover_wolf

A: Not every Petpet is paintable in different colours as yet. There are quite literally hundreds of different Petpets to choose from. We are adding new options for Petpets all the time, so with a bit of luck Tanizards will have more options soon.



Q: I have a Christmas Doglefox, and I would like to paint him Pirate. Can you paint a Petpet who is painted again? - Ichcy

A: As long as you have a Petpet Paint Brush, you can change your Petpet's appearance as many times as you like.

Q: Back on Elephante day (January 16th), three items were released (The Elestone, Gilded Elephante Claw, and Ancient Elephante Bracelet). Since then, I have been trying to find the items, though in vain as they still don't seem to exist... anywhere....was this an oversight? Or are



they just that rare? They look cool and would look very nice on my recent Elephante addition *HINT HINT* - Suimaru

A: Ooh, well spotted. These items must have been overlooked, as they have not been released yet. I will release them now so you should be able to get hold of one shortly.

Q: Why are many red plushies pink? For example the Red Blumaroo, Red Moehog, Red Scorchio are all the same colour as the Pink Aisha and the Pink Braintree plushies. As an avid plushie collector it greatly annoys me, as red plushies should be red. So would it be possible to change their colours to red and also make a red Aisha if possible. - Charlie00134

A: There is a reason for the colour mix up. Basically, a year or so ago we updated all the Red Neopets that looked pink to be red and added the Pink Paint Brush option for people who wanted to keep the old pink Neopet. There were some plushies made of these old coloured Neopets that have yet to be updated. It is on our to do list and will be done shortly. But that is basically why 😊

Q: Will you ever come out with new pirate stuff and more pirate shopkeepers. Please? - Laddie238

A: Arr, that we will! National Talk Like A Pirate Day is coming up and you can look forward to more new pirate things than you can shake a very large stick at! ★

Neoboard

What They Are and How to Use Them

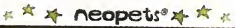
On Neopets, the Neoboards are a place where you can chat with other users about a variety of Neopets-related topics. It is a place where you can get answers to most of your questions regarding Neopets, negotiate a trade with another player, or discuss strategies for playing the games. When posting messages on the Neoboards, the rules stated in the Neopets Terms and Conditions apply. Naturally, it is best to stick to the unwritten courtesies that every user should be aware of before posting.


First and foremost, keep in mind that if you post something and no one responds, it is not because the users on that board are evil, insensitive, uncaring, mean, snotty, etc. It is usually because they either do not have an answer or your post was overlooked. Making another post about how evil, insensitive, etc., the users of that board are will not get you any sympathy and will definitely not get you the answers you are looking for.

When posting a message, make sure that you are posting on the board that best fits the subject of your message. Posting about your fabulous guild on the Battledome board is not likely to attract any members to your guild. The same is true when posting about your amazingly hand drawn beauty contest entry. If you post anywhere other than the Beauty Contest board you are liable to be handing votes over to your competition. Please remember that off topic posting can get irritating; a post may seem like it belongs on the Help board, but if it's a question about Eliv Thade, it may just be better suited to the Games board.

By applying these basic courtesies when using the Neoboards, you will not only make several Neofriends, you will find it much easier to get the answers and help you desire. ★

—By Katia Grimmer-Laversanne



























Neoboards

[Main Page](#) | [Neo Rules](#) | [List of Smilies](#) | [Chat Preferences](#)
[User Preferences](#) | [WALL OF SHAME!](#) | [Change Language](#)

To keep Neopets clean there are a few things that are not allowed, including the posting of any sexual or offensive content, attempts to use Neopets as a virtual dating service, chat about how "hot" anyone is, or attempts to scam, cheat, spam, or try to find out someone else's password. Please remember, you agreed to our [Terms of Service](#) when you registered your account, so please read them to make sure you're following all our rules.

Anyone found to be **breaking our Neopets** will have their account permanently frozen. If you spot anything that isn't right and our monitors haven't addressed the problem, please notify us using [this form](#) and it will be removed ASAP.

Remember to stay on topic!

Forum	
	Avatars/NeoSignatures Want to show off your avatar or need help getting secret ones? How about NeoHTML and NeoSig help? This is the place to discuss avatars and sigs! NOTE: Item pools are a scam and are not allowed!
	Battledome Find a battle partner! Get weapon information. Anything and everything Battledome is in here.
	Beauty Contest Advertise your Beauty Contest entries, and see others you can vote for. (Remember, you can only advertise or start topics regarding YOUR OWN Beauty Contest entry!)
	Evil Things and Monster Sightings Paint Devil steal your Wand of Ultra Nova? Are you a Sloth minion? This board is for you.
	Fan Clubs Have a favourite pet? Petpet? Item? Discuss it here!
	Games Need help? Have questions? Want to compare your score with others? Yup, the Games board is for you.
	Guilds If you're looking for a guild, this is the place to start your search!
	Help Need Neopets help? If you've got a question, this is the place to get answers.
	Ideas / Suggestions Have an idea or suggestion for Neopets, but want to get some feedback on it first? This is the place to go!
	Merchandising Chat about your real life Neopets plushies... or perhaps those Pocket Neopets that like to wake up early in the morning. Whatever you've got, this is the board for all you merchandise collectors!
	NeoQuest + NeoQuest II All the messages in this board must be about NeoQuest or NeoQuest II
	Neopets Trading Card Game Need help building a deck? Wanna get info on that super rare Villain? This is the place.
	Neopian Writers If you're a writer, this is the board for you. Whether you write Neopian Adventures, Neopian Times articles, Storytelling entries, or whatever, you'll find other writers here to talk with.
	Newbies Introduce yourself and meet other newbies!
	Other Worlds Discover new places! Or just chat about your made up one. :)
	Quests Need help with a faerie quest? The kind folks in here are willing to lend a hand.
	Role Playing All the messages in this board have to be in character. If you don't abide by the rules, and enough people complain, we reserve the right to freeze your account!
	Shop Ads Advertise your shop or find good deals on the item you've always wanted.
	Spotlights and Galleries Want suggestions or opinions on your spotlight entry? Want tips from previous spotlight winners? Come on in.
	Stock Tips Need some investment tips? All the latest on the Neopian Stock Market is in here.
	Trading / Auctions Advertise your trade and auction lots here!
	Virtupets Gather 'round, all minions of Sloth. Plot the downfall of Neopia! Unless, of course, you'd rather plot the downfall of Sloth himself.

[Main Page](#) | [Neo Rules](#) | [List of Smilies](#) | [Chat Preferences](#)
[User Preferences](#) | [WALL OF SHAME!](#) | [Change Language](#)

NEOPETS, its characters, location names, product names, game names, logos, species names and other indicia of origin are trademarks of Neopets, Inc. (c) 2004. All rights reserved.
 ARE TRADEMARKS OF NEOPETS, INC., © 2004
 NEOPETS REG. U.S. PAT. & TM. OFFICE. ALL RIGHTS RESERVED.
[Privacy Policy](#) | [Safety Tips](#) | [Contact Us](#) | [About Us](#) | [Press Kit](#)
 NAME OF THE NEOPETS YOU ARE REPORTING: [Terms and Conditions](#)

"Check out this wicked team move from Crash & Cortex!"

HUMILISKATE



We give this game
10 out of 10
crutches!



**Hilarious
Team Moves**



**Twisted
Humor**



**Four Playable
Characters**



AVAILABLE
SEPTEMBER 28TH
www.crashbandicoot.com

Faced with an evil force which is threatening their island home, Crash Bandicoot and Dr. Neo Cortex are forced to work together in the funniest Crash adventure ever!

"Crash Bandicoot: Twinsanity" © 2004 Universal Interactive, Inc. Crash Bandicoot and related characters are TM and © Universal Interactive, Inc. All rights reserved. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc., in the U.S. and other countries. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. The ratings icon is a trademark of the Interactive Digital Software Association.

**VIVENDI
UNIVERSAL
games**



PlayStation 2



Cartoon Violence

Top 10 Pir

If you want to be a real swashbuckler,

Cap'n Threelegs Cutlass Crusade

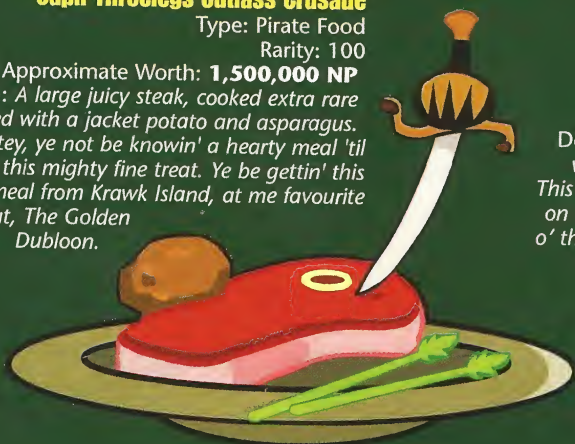
Type: Pirate Food

Rarity: 100

Current Approximate Worth: **1,500,000 NP**

Description: A large juicy steak, cooked extra rare and served with a jacket potato and asparagus.

Arr matey, ye not be knowin' a hearty meal 'til ye had this mighty fine treat. Ye be gettin' this pleasurable meal from Krawk Island, at me favourite place t' eat, The Golden Dubloon.



Hannah Poster

Type: Furniture

Rarity: 101

Current Approximate Worth: **185,000 NP**

Description: This spectacular poster would look just great on your wall. This is bein' me favourite thing t' have on me wall. Here be a fetching poster o' the beautiful Hannah, such a sweet lass, but I'll have t' be cuttin' her throat if she steals anymore o' me treasure!



Usuki Pirate Wench

Type: Usuki

Rarity: 97

Current Approximate Worth: **400,000 NP**

Description: Many a daring pirate has lost his heart to this dazzling beauty.

Can ye keep a secret, matey? Come close and I'll tell ye. This here be me most prized possession. Me mum says I be too old fer dolls, but who can pass up a pretty wench such as this?



Two Hundred Dubloon Coin

Type: Special

Rarity: 101

Current Approximate

Worth: **450,000 NP**

Description: This special coin is worth two hundred Dubloons. Spend 'em on Krawk Island!!

Pay special mind t'guardin' this bee-utiful coin!

Notice the quality gold ring

'round the innards of silver. Quite a fetching coin, I must say. Great for buyin' goods from the smugglers, erm, I mean... oh! Looky at the next item!



Pawkeet

Type: Pirate Petpet

Rarity: 108

Current Approximate Worth: **135,000 NP**

Description: Well known for their love of Deckball, a Pawkeet makes a fun loving pal.

Thar be no finer lookout for a ship than the ever-popular Pawkeet. Sharp eyes these critters have, and can spot victims, erm, I mean, "other ships" from afar. They also play a mighty spirited game of Deckball.



ate Items

you'll be needing some of these!

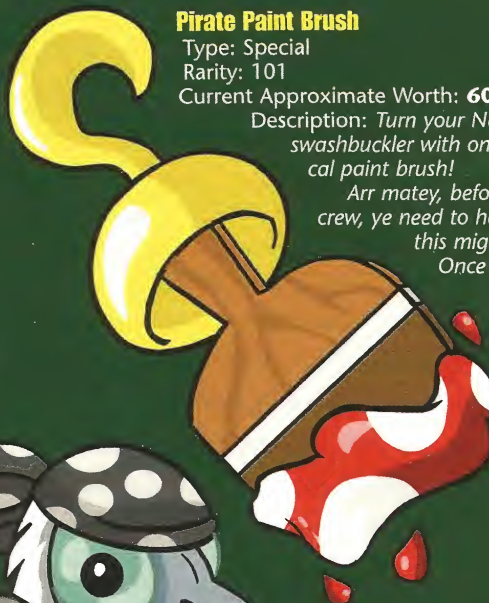


Golden Pirate Amulet

Type: Defence Magic
Rarity: 101
Current Approximate Worth: **7,500,000 NP**

Description: Whatever you do, don't drop it in the sea!

This handy amulet be another o'me favourite things to bring along on me voyages. With this trinket 'round yer neck, ye don't need to be worryin' 'bout havin' a bad run in with a light offensive weapon. That's fer sure.



Pirate Paint Brush

Type: Special
Rarity: 101
Current Approximate Worth: **600,000 NP**

Description: Turn your Neopet into a rugged swashbuckler with one use of this magical paint brush!

Arr matey, before ye be joinin' me crew, ye need to have a run in with this might' fine paint brush. Once ye have brushed yerself with the dear thing, you will officially be a pirate, and ready to sail t he high seas aboard me ship.

Pirate Krawk Plushie

Type: Toy
Rarity: 99
Current Approximate Worth: **250,000 NP**

Description: Yo ho ho, it's a super cute pirate Krawk plushie!

Arr matey, ye never be findin' a cuter plush than this here darlin', Why, he got's me own eyes! Ain't he cute?



Pirate Gallion

Type: Medieval Petpet
Rarity: 101
Current Approximate Worth: **485,000 NP**

Description: An energetic little fellow that loves to be the centre of attention. Watch out they can give you a nasty nip if you be ignorin' them.

Nothin' be more handy than this critter on ye ship! Right smart, they be - useful too! Good fer light-in' cannons and the such. Now if only I could get the darn thing to swab the decks.



The Curse Of The Pirate Aisha

Type: Book
Rarity: 82
Current Approximate Worth: **6,000 NP**

Description: Swashbuckling adventures ahoj with this fascinating scary story.

Here be somethin' for mateys lackin' in dubloons. I greatly recommends this here novel for those wantin' to know the true life o' a pirate. Arrr, thar be scary things out in yonder waters, so ye best be prepared, matey. ★



SWASHBUCKLING

THE GRAND TALES OF YERIK THE

"Aye, Yerik! Back from sailin' th' high seas, are ye mate?" the bartender hollered from across the wooden floor as a brash Lupe entered The Golden Dubloon.

"Ooh, 'tis Yerik!" squealed the Fontaine sisters, as the Lupe swaggered to the bar, and slammed a dubloon down in front of him.

"One o' yer finest grogs, if ye please," the barkeep nodded and went to prepare the drink. The Lupe turned and flashed a roguish grin at the Fontaine sisters. **"And once I get me drink, I'll tell ye me story."**

The bartender brought the drink over, and Yerik took a deep swig before setting the tankard down so hard, grog slopped over the sides. **"Thar we were!"** he shouted for effect, and everyone snapped to attention. **"In th' midst o' a terrible storm... when we was attacked! By a giant Plathydon, nearly as big as th' ship itself. Within minutes, th' gigantic beast had already knocked out th' rest o' me ship-mates, so it was up ta me ta defend th' ship from its terrible menace."** He paused momentarily for dramatic tension.

"Ohh, what did ye do?" gasped Loretta. The Fontaine sisters were now sitting on



either side of the Lupe, leaning close to hear his tale. Yerik winked at the two girls, and continued.

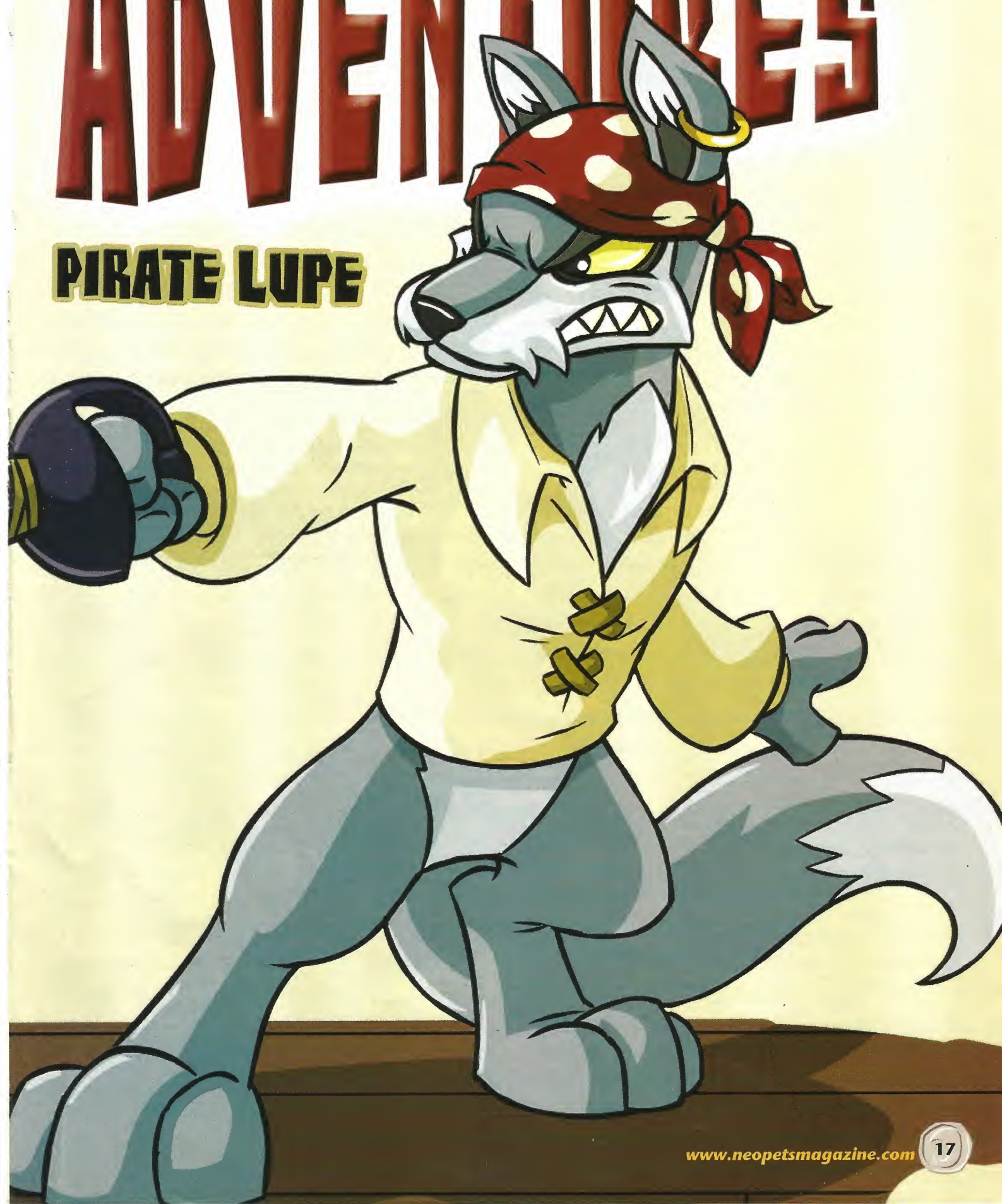
"I did th' only thing I could do. I grabbed me cutlass, lashed myself to th' mast, and fought off th' cretin! Its flailing arms smashed against the ship, sending chips o' wood flying int' th' air, but I would not back down. One by one, I lopped off its giant tentacles, until finally th' wretched beast slipped back int' th' dark sea."

An impressed silence fell over the bar as the Lupe finished his story. Mentally smiling to himself, he took another sip of his grog. **"But, if ye think that's impressive... wait 'til ye hear what happened on Tuesday..."**★



ADVENTURES

PIRATE LUPE



Krawk



CAP'N THREELEGS

The veteran swash-buckler teaches the tricks of his trade to any young pirates that pay him a visit. He is quite generous and will always give free training if it is your Neopet's special day. Just don't ask him how he lost his leg...

THE FONTAINE SISTERS

Loretta and Rosetta Fontaine work hard each day to keep the punters happy in their restaurant, the Golden Dubloon. As the only place on the island to serve grog and hot food, it is always busy. If you manage to get in the door, you should save room for their Kraku Berry Cove - it is quite incredible!



Island

THE MYSTERIOUS SMUGGLERS

These shady dealers are very reluctant to talk to anyone about anything. They will have you fleeing for your life as soon as you set foot on the cove, unless you show them a bag of Dubloons. If you don't mind where they got them from, you can pick up some very special items... providing you can persuade the smugglers to part with them.



LITTLE NIPPERS SHOPKEEPER

Little Nippers is the home to all kinds of amazing Petpets. If you are looking for something a little more unusual than a Warf or Puppyblew, this is the place to go. The shopkeeper sells Snarhooks, Pawkeets and Weewoos at a very reasonable price as long as you look like the sort who would take care of them.



HANNAH

Hannah's love of treasure often means she has to cross wits (and swords) with many a pirate. She is an expert at traversing the most dangerous caverns and takes great pride in her ability to do so. If you need an ancient artifact retrieved or some gems collected, Hannah can get it done. ★



Hasee

hop 'til you drop!

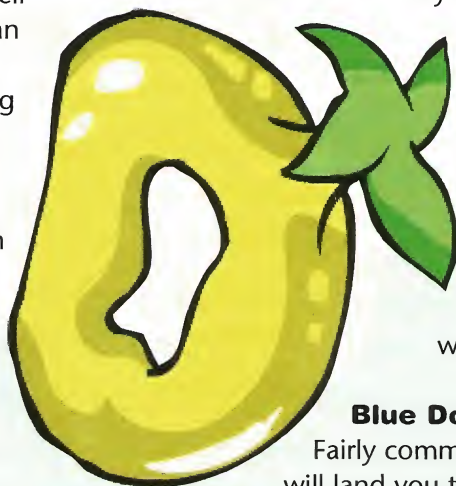
Bounding up and down upon their makeshift seesaw, Woogy and Jimmi take to the air in hopes of filling their tummies with delicious Doughnutfruits. However, Neopia's foremost Hasee acrobats will have to avoid nasty obstacles (like dung... yuck!), which will momentarily spoil their appetites and keep them from eating. If you can help them successfully navigate the skies, then Jimmi and Woogy won't be the only ones going home satisfied, as you'll earn a healthy reward for your efforts.

With each successive click of your mouse, either Jimmi or Woogy will come leaping down onto the seesaw, sending the other high into the air. During the process of rising and falling, your task is to aid our tumbling two-some as they try to catch the Doughnutfruits. By manoeuvring your mouse to the left and right, it's your job to insure that their Doughnutfeast goes uninterrupted.

From time to time you will see, mixed in with the Doughnutfruits and obstacles, a handful of letters (H, A, S, and E). If the letter is purple, then only Jimmi is capable of catching it; likewise, if the letter is orange, then only Woogy will be able to get it. Each time that one of the Hasees catches a letter, a few extra seconds will be tacked on to your time. If you manage to spell the word "Hasee" with your letters, then 20 seconds will be added. As a bonus, if you can spell "Hasee" with either all purple or all orange letters, then you'll receive a whopping 40 seconds!

There are seven different varieties of Doughnutfruit in Hasee Bounce, ranging in value from a single point all the way up to 50 points. The value breakdown is as follows:

Common: Not worth much on their own, so try to grab them in bunches. If time is running low, you might want to let them pass and concentrate on getting the letter(s) you need to advance.



Yellow Doughnutfruit: The most common Doughnutfruit in the game; these are each worth one point.

Blue Doughnutfruit: Fairly common, these Doughnutfruits will land you three points each.

Uncommon: These pass by with much less frequency; unless you're really hurting for time, it would be wise to hop down and cash them in.

Green Doughnutfruit: Somewhat rarer than Blue Doughnutfruits, and yet they're only worth one more point.

Silver Doughnutfruit: Undervalued at five points, considering they seem much rarer than the green ones.



Bounce





Rare: Unless a letter you're missing is headed right your way, then you'd be well served to drop everything and grab these.

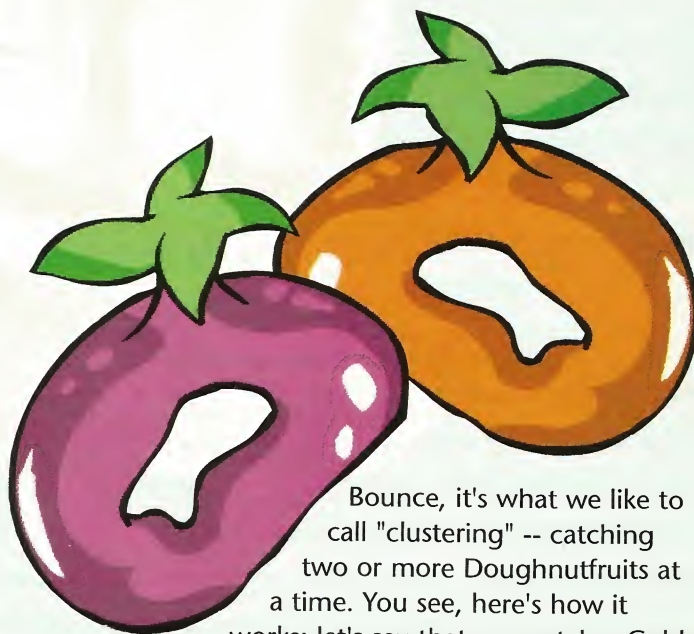
Gold Doughnutfruit: At 10 points (30 NP) each, there's no excuse not to pay attention when they're onscreen.

Rainbow Doughnutfruit: Unless you're a Hi-Score caliber player, you might only see one or two of these per game. When it comes, you'd better be ready...

Super Rare: Seriously, drop everything -- letters, time, obstacles, breathing (okay, maybe not breathing... hehe!). Whatever you do, DON'T miss out!

Fish Doughnutfruit: At 50 points each, all else goes out the window when a Fish Doughnutfruit comes up. Once it's out there, stop at nothing to get it!

If there's one essential bit of strategy to Hasee



Bounce, it's what we like to call "clustering" -- catching two or more Doughnutfruits at a time. You see, here's how it works: let's say that you catch a Gold Doughnutfruit; right there, that's 10 points. However if, on the way down, you happen to catch another Doughnutfruit BEFORE you catch the gold one, then it's no longer worth 10 points: it's now worth 20 points. Catch two Doughnutfruits before the gold one, and now it's worth 30. See how it works? Clustering is a great way of taking your rare opportunity at a valuable Doughnutfruit and getting everything you possibly can out of it.

Well, there you have it -- an in-depth look at Hasee Bounce. With the right combination of luck and practice, you could be well on your way to the Hi-Scores Table in no time! ★

Hasee Bounce:

- Type doughnutfruit and the timer will be reset (works only once).



Keys To Creating a

Ever wondered what all the fuss was about?

One of the coolest options on Neopets is the ability to participate in a guild. For those of you who might not know what a guild is, it's sort of like an "online clubhouse" – a place for you to gather with other people from the Neopets site who happen to share a common interest(s). Whether you and your guildmates share a fascination with Neopian topics (like Poogles, Meerca Chase, or the Lost Desert) or non-Neopian themes (like roller hockey, horror movies, or iguanas), guilds offer an opportunity to make new Neofriends and share the company of others with similar interests.

Create or Participate?

An important first step to enjoying guilds is deciding whether to participate in someone else's guild or to create one of your own. If you're like most people, your first impulse would probably be to create a brand new guild. Keep in mind, though, that running a top-notch guild can be a very demanding endeavor, one that may often require great amounts of time and effort. Also, when you think about all the tens of thousands of guilds that are out there, most of them with little more than a handful of members, then maybe creating another one isn't such a good idea.

As you debate the merits of joining an established guild versus creating your own, take into consideration what kind of guild you would like to be in. Think about the sort of topics you're interested in, and would like to discuss at length with others, then go for a browse through a couple of the guild neighbourhoods. As you scroll through the various

guilds out there, make a few notes about the ones that happen to strike your fancy.

If you manage to spot a guild that seems to be actively engaged in the kinds of discussions and activities that you're interested in, then perhaps you should give it a chance and see how things go. After all, a guild is only as good as the participation of its members; if everybody decided that they wanted to run their own guild, then no matter how much time and effort went into them, nobody's guild would be any fun. However, if you've been around the proverbial block a few times, but still haven't been able to find an active guild that's addressing your interests, then perhaps it's time for you to fill that niche by creating your own guild.



Successful Guild

Lookin' Good

If you've decided to strike out on your own and create a new guild, the next thing to do after picking a topic is choosing your layout. When putting together the background colours for your layout, it's usually better to go with a muted selection of softer, shaded colours, rather than a bunch of harsh, bold colours (which almost always clash horribly).

Generally, if you can manage to select four shades from within a single colour for your text, background and borders, then you'll usually wind up with a layout that's top notch. As a rule of thumb, you should use the darkest of the shades in your selected colour for the text (so that it stands out best against the background), and the lightest of the four shades as the background colour. Select the second darkest colour as your main border, and pick the second lightest shade as your secondary border. Then, once you've submitted your changes and returned to your guild's home page, you should be able to view your guild's new colour scheme and judge for yourself.

A few more components to consider when putting together your guild's layout:

- **A BLOG:** Although originally intended for placing in your shop, blogs make for great additions to a guild's



home page. They are quite versatile, and can be used for a number of purposes. For example, in my guild (which focuses mainly on discussions about film, music, television, and books), our home page's blog showcases reviews of recent releases that are written by our members.

- **ARTWORK:**

When visiting a guild for the first time, being greeted by a really cool drawing or funny picture is certainly more engaging than being met with a page full of text. Whether putting the images together yourself, or encouraging other mem-

bers to participate, the posting of guild-related art is a great way to build pride in your guild. Plus, it shows prospective members that your guild is a happening place to be. A few things to avoid would be:

1. Obviously, anything that would be inappropriate for the Neopets site.
2. Huge image files that take forever to download.
3. Files that include music that comes blasting out of one's speakers every time they visit your guild.

- **A POLL:** A good way to keep participation up is by consistently updating your guild's poll. Come up with a new question that relates to your guild's topic every week or so, and give your members a chance to voice their preference. An excellent way of using your poll is by putting together what's known as an "Award."

For example, let's say that you have a guild dedicated to The Neopian Times. You



could put up a post on your guild's message board, asking, "What was your favourite comic in this week's NT?" Then, after everyone has mentioned their nominees, tally up the five leading vote-getters and put them up as your latest poll. At the end of the week, you could post the comic that got the most votes on your guild's home page, and announce beneath it, "Congratulations to [username], your comic [Comic Name] has been voted as this week's best comic by the members of [Your Guild's Name]."

In my guild, last year we had Album of the Year and Movie of the Year awards. We got plenty of participation, and both votes turned out to be really popular.

Contests vs. Competitions

Often times, when attempting to generate interest in their guilds, people will make the mistake of offering "contests." Regardless of whether their intentions are noble or not, the fact is that this is simply not allowed on the Neopets site. Any time that you say, "I will give you a reward for winning (or even participating) in such-and-such an activity," then you are entering a situation where, more often than not, people end up getting scammed.

On the other hand, if you announce to your guild members that a competition is

being held (let's say, a competition to see who can make the best drawing), and you do not offer or promise any prizes as part of the competition, then that is perfectly within the rules of the Neopets site. Now, as the person running the guild, you have an active interest in getting as many people as possible to participate in your competition (because, naturally, the more people who take part, the more interest there will be in your guild).

Therefore, if you decide (after the competition has taken place) to give one/some of the participant(s) an item(s) of your own, then there's nothing wrong with that, either – after all (at least in theory) people didn't sign up for your competition because they were being told they would get something, remember? By the same token, there are no rules saying that you can't just give someone an item out of the kindness of your generous little heart. ;)

So, just to recap:

A contest is an activity where the participants are offered (or promised) the possibility of receiving a prize in exchange for participating in (or "winning") that activity. This is NOT allowed on the Neopets site.

A competition is an activity in which participants are never offered (or promised) the possibility of receiving a prize in exchange for their involvement. They participate solely because they want to. This IS allowed by the Neopets site. Keeping this in mind, should the proprietor of a guild decide to give an item(s) to someone who happened to be a participant in one of their competitions, then this is okay, as there are no rules against this on the Neopets site.

Spreading the Word

Okay, so you've started your guild and decided what you'll be including... now is the most difficult part: getting people to actually join. To give yourself a base from which to work, start off by approaching people from your offline life (work, school, family, friends) that you know happen to

play the site. For example, when she first started playing Neopets, my sister was in a guild whose ranks were made up almost entirely from kids who went to her middle school. Hopefully, these offline relations of yours will be able to draw in other people that they know.

Once your ranks have swollen sufficiently to get you into the first three or four pages of your neighbourhood's guild listings, you will likely find that a handful of new people will sign up from time to time. Usually, these are folks who just happened to notice your listing and, out of curiosity, decided to drop in. And, because they were the ones who found you, more often than not they'll turn out to be pretty good members. If nothing else, they'll almost always be better than the "hit-and-run" folks who are drawn in by extravagant ads and promises of huge giveaways.

Which brings me to my next point: quality vs. quantity. Certainly, in the very beginning you're going to need as many members as possible to raise your profile high enough so that people have a chance of noticing you in the listings. However, once that's been accomplished, it's more important to focus on attracting (and keeping) a handful of active, high-quality members. Using my own guild as an

example, after the first year or so, I had about 30 members, of whom only three or four were the sort of people who would stop in once or twice a day and post. A year later, my guild had about 45 or 50 members, of whom six or eight could be considered "regulars."!! Today, my guild has around 60 members, with about 10 or 12 consistent visitors. Granted, that's not a huge amount, but they keep things pretty lively, and on any given day there are usually between 40 to 60 posts on our guild message board.

The thing is, if I were only interested in drawing huge numbers, it wouldn't be very hard... all it would take is a few posts on the Chat Boards saying, "Hey, I'm a staff member... come join my guild!" Again, it goes back to quality; I have active participants in my guild who've been members for two or three years, long before they knew that I was staff. They were drawn in, I suspect, by the guild's topic, the discussions that arose on the mes-

sage boards, and the activities that were offered. If you can provide your guild members with that same sort of engaging content, then one day you'll be able to look upon your guild with great pride, just like I do. ★



10 Signs You're Addicted

Is your homepage set to www.neopets.com?
Watch out... that's only the beginning...

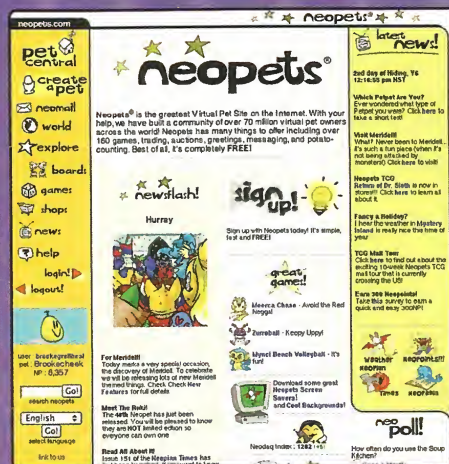
Have you ever wondered if you've been spending just a little too much time in Neopia? Exhibiting any one of the following symptoms is a surefire sign that you're officially addicted!

1. You've referred to money as Neopoints®. At least once. Admit it... it just slipped out, didn't it? You can't pretend it hasn't happened to you.

2. You can look at your watch and know exactly what time it is NST, whether the Snowager is sleeping, or if you can make your next visit to the Wheel of Excitement.

3. You've declined an offer to go to the movies, go shopping, or go out for lunch... because it's Half Price Day on Neopets®.

4. You've dreamed about playing Neopets, living in Neopia or talking to Dr. Sloth™. (If this is a regular dream, you should probably stop eating pickles right before you go to bed.)



to Neopets

5. You've managed to convince everyone you know to sign up for Neopets – mom, dad, brother, sister, girlfriend, boyfriend, neighbour, butcher, baker, candlestick maker – after all, you've got to get those referral points somehow!

9. Neopets Merchandise? Plushies? Notebooks? Stickers? Trading Cards? You've got it all! You've already pre-ordered the PlayStation Game? and... well... you're reading this Magazine, aren't you?



6. In quiet moments, on the bus or during class, you often find yourself humming the music from Sutek's Tomb™.

7. You challenge yourself to finish omelettes in three bites. You might get in trouble for this (especially when eating in public), but you know that theoretically it can be done - after all, if your Neopet can do it, why can't you?

8. When served jelly for dessert, you can be heard muttering to yourself, "but it doesn't exist! Everyone knows it doesn't exist!"

10. You've actually toyed with the idea of eating asparagus. Just to see what all the fuss is about, of course... But don't! There is still time to say no! Resist the temptation! Once you've eaten asparagus, there is definitely no turning back.

If you're showing even just one of these signs, I'm afraid that there is little that you can do to stop the NeoAddiction from progressing, and not even your doctor can help you now. The only solution is to pull up your computer chair, log on and lose yourself in Neopia. After all, there is no better type of addiction! ★

-By Katia Grimmer-laversanne

What Makes A Yurble A Yurble™

A spotlight on Neopia's newest addition.

Yurbles are, by nature, outdoor creatures. They love to go camping, and sleep under the stars. In fact, they are quite suited for this type of lifestyle. Let's explore the different elements that make up a Yurble, and what makes them perfect for a happy life in the great outdoors.

NAILS: Though not too sharp, a Yurble's claws are quite tough. They are great for digging, and scratching—especially those hard to reach places on their back!

MANE AND FUR: Many other Neopets are more suited for indoor lifestyles, as some lack long fur to protect them from the elements. Yurbles, however, have a huge mane to curl up under, which helps to keep their bodies warm. It's also good for defence—the thick hair protects them, as well as making them look quite similar to shrubbery, depending on their colour.

TUMMY: A Yurble's stomach has an impressive capacity for storing food, which is why it's believed that Yurbles can eat almost endlessly. Witnesses claim that a Yurble will never turn down the offer of free food, even if it has already been eating all day.

EARS: No one is quite sure what the appendages that sprout from a Yurble's head actually are. Some say they are soft horns, while others believe they are some kind of antennae. For the sake of simplicity, we will refer to them as "ears." It is known, however, that they have the ability to unravel them. For what use, it is still unknown, but perhaps we

will discover that in the future, once we've had more time to study these amazing new creatures.

NOSE: A Yurble's large nose serves a very good purpose... finding food, and lots of it! Legend has it that one Yurble was able to sniff out a Chokato Pie... from three miles away!

EYES: The large eyes of a Yurble allow them to see very well, even in dim light. This enables them to continue looking for tasty treats long after the rest of us have gone to bed.

CHARACTERISTICS: By nature, Yurbles are a curious and fun loving species. They can often be found curling up into a ball and rolling down hills. They are always eager to make a new friend, and enjoy lasting relationships. ★

The Mystery Pet

Yurble "The Mystery Pet" in this year's McDonald's Happy Meal plushie promotion, was released in seven different paint brush colours.





BRUSH WITH FAME

The Winners Gallery



**Lauren,
Weston, FL**

Gather 'round fellow Neopians! It's time to announce the winners of issue # 4's art contest. We received more awesome entries than you can shake a Sceptre of Banishing at. It was tough, but we narrowed things down to one Grand Prize winner and nine First Prize winners. And, without further ado, here are the winners!



The Grand Prize winner received this incredible piece of original Neopets artwork signed by the artist!



Bottled Water Faeerie

**Molly
Hellertown, PA**



**Molly
Richfield, NC**



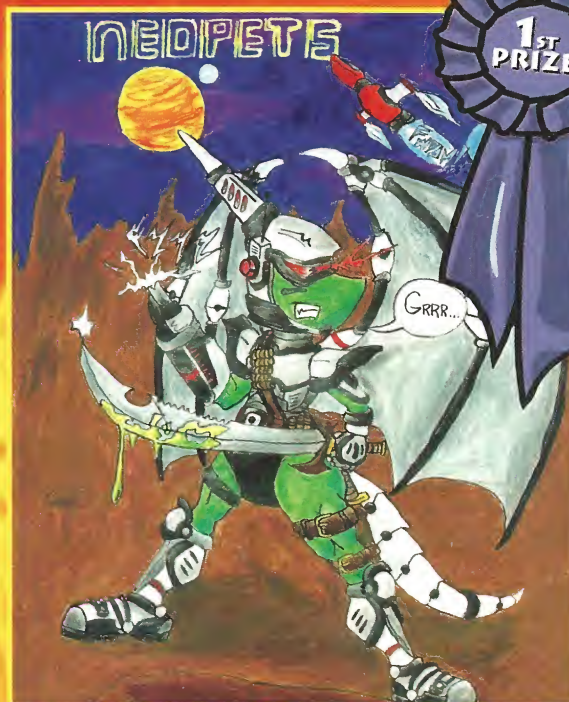
April, 16
Burbank, CA



Seandean, 12
Winslow, AZ



William
Lancaster, CA



Alex
Kingston, PA



**Jennifer, 23
Waterbury, CT**



**Nicole
Martinez, CA**



**Megan
South Yarmouth, MA**

Your Invitation To: Neopets Art Gallery

Now, we'd like to invite you to share your Neopets creations, and maybe your art will be selected to appear in our next issue! Send us your best picture. Include your name, age, city and state on the back of the art.

NAME _____ AGE _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

Your Signature: _____ Date _____

For Participants under 18:

Parent/Guardian Signature _____ Date _____

Send it to:

Neopets The Official Magazine

Attn: Art Gallery

PO Box 800868

Dallas, TX 75248.

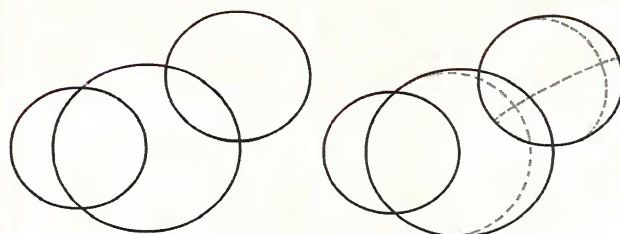
All submitted artwork becomes the sole property of Beckett Entertainment Publications and will not be returned. Beckett will not provide any compensation to the artist for the submitted artwork. By signing this form, I agree to provide this enclosed artwork to Beckett on behalf of Neopets The Official Magazine, and I grant Beckett the exclusive right to publish this artwork in future issues or for promotional purposes for Neopets The Official Magazine.

How to Draw

Cap'n Threeelegs

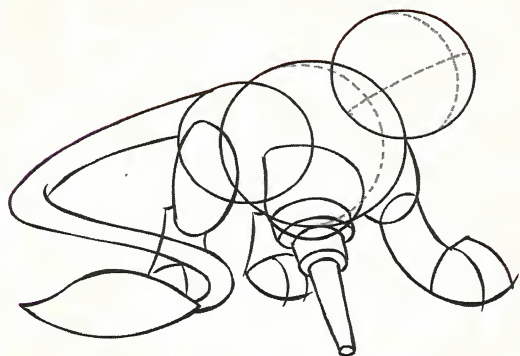


1.



Shiver me timbers, matey!! It's time to learn how to draw that generous chap Cap'n Threelegs! As always, we start with the basics. Three simple circles lay out the basic form of the figure...hips, chest and head.

2.



3.



Next we start to create the shapes for the swashbuckler's legs...including his signature peg leg! It's important to remember to use basic shapes to start. In this step, the upper legs are ovals, the lower legs are slightly curved cylinder shapes, and the feet are semicircles. To finish it off, the tail is an "S" shape with an almond shape at the end. The peg consists of three cylinders of varying shapes and sizes.

Time to focus on the head and wings. Take a look at the wings, beak and head feathers...they are all basically triangular shapes...the lines are curved and corners rounded as needed to create the desired look. When drawing, try to keep your lines loose and fluid to give the impression of movement...even in a static image. Don't forget to add the mane around the neck area too.

4.



Eyes are probably the most important feature when it comes to expressing emotion. So for ol' Threelegs, add slightly squinted eyes to show determination and confidence...after all, he didn't get to be the head swash-buckler on Krawk Island by being timid!!

5.



Use simple lines to show the feathers on his wing. The line along the top of his wing is used to give the appearance of depth as the edge of the wing curves outward.

6.



And what would any pirate be without his trusty blade...the sword and scabbard are created using a simple cross shape. Try to follow the curve of the circle we drew in step one for the hips when adding the belt to the Cap'n's waist.

7.



Lastly, we add the beard and then onto cleanup and colour!

8.



As always, the cleanup stage consists of erasing all unneeded construction lines and refining the details of the figure. Try using tracing paper at this stage to get the cleanest results. Experiment with coloured pencil, pen and ink, or even try using a thin-tipped paintbrush and black India ink if you feel especially daring.

9.



Once you are satisfied with your cleanup (it may take several tries...so don't get discouraged) it's time to move on to colour. Always start with light colours first, and then move on to dark...this allows the opportunity to cover up any minor mistakes with colour as you go. In this image, we add a light yellow/tan to create shadow areas. This starts to create the illusion of volume (or 3 dimensions) in the drawing.

10.



A slightly darker shade of tan/brown is then added to deepen the shadows in areas like the top of the wings, the back legs and beneath the sword. Add light brown to the mane, tail and eyebrows as a base coat, and then apply a darker brown to create shadow and texture in the same manner as the previous step. Lastly, use orange for the beak and pink for the tongue...again remember to work from light to dark.

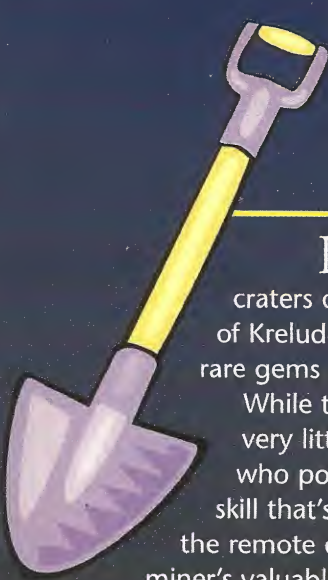
11.



And there you have it!! ★

It's All In Your Mine

A Guide to Kreludan Mining Corp.



Deep beneath the cavernous craters of their homeland, the miners of Kreludor spend each day digging up rare gems and valuable Kreludan metal.

While the common miners receive very little pay for their work, those who possess the kind of courage and skill that's required to operate one of the remote drones (which transport the miner's valuable cargo back to the refinery for processing) are rewarded quite handsomely.

Keep in mind, though, the job's generous pay rate, combined with the fact that they're always looking to hire more pilots, should tell you plenty about the kind of risk involved with such an assignment. If you consider yourself to be the squeamish type, then this probably isn't the occupation for you. However, if you're the sort who's willing to take big risks in order to earn even bigger rewards, then there's definitely a place for you in the Kreludan Mining Corporation!

IN CONTROL

Before you set out in search of adventure and riches, you should probably get a grasp of the basics, beginning with the fundamentals of steering your drone:

Thrusters

(Up arrow): Pressing the Up arrow gives your drone a forward thrust in the direction that it's pointed. Keep in mind that because of gravitational pull, you will pretty much need to consistently rely on your thrusters to keep yourself in the air.

Counter-clockwise

(Left arrow): If your drone is pointed in the up position, and you would like to

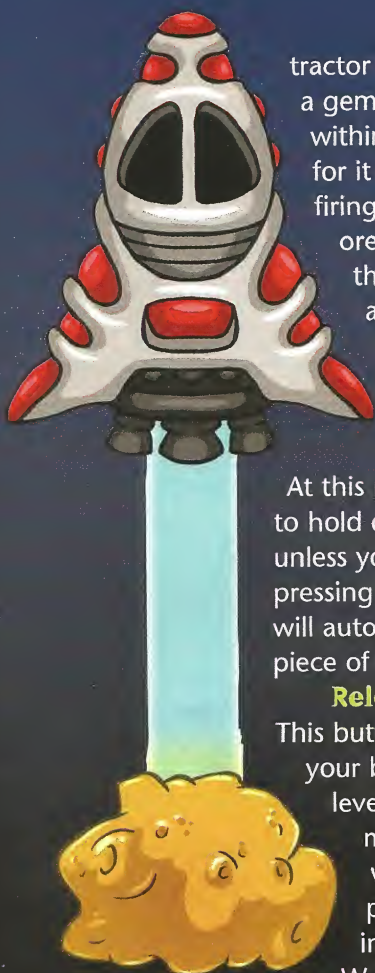
turn left, pressing the left arrow will turn your craft counter-clockwise. Once you've reached the angle that you want and finished turning, pressing the Up arrow will send you in the direction that you've pointed your drone.

Clockwise (Right arrow): If your craft is in the up position, and you want to turn right, then pressing the right arrow will turn your drone clockwise. Having reached the angle you wanted and finished turning, pressing the Up arrow will give you a thrust in the direction that your craft is pointed.

Laser (Spacebar): Pressing the Spacebar will fire off a shot of your laser, which can protect you from those despicable sentient aliens (who would like nothing more than to end your mission by pelting you with one of their fungus blasts).

Tractor Beam (B button): When hovering in the area around a gem or yellow piece of Kreludan ore, pressing the B button will release your craft's





tractor beam. If you are firing at a gem, it simply needs to be within the range of your beam for it to be collected. If you are firing your beam at a piece of ore, it will first fan out over the metal, then solidify into a solid, blue bar. Once your beam has solidified, you will be able to pick up the piece of ore and deliver it to the refinery.

At this point, you no longer have to hold down the B button – unless you release the ore by pressing the N button, the beam will automatically hold on to the piece of metal.

Release Beam (N button):

This button can only be used once your beam has picked up that level's piece of ore. Now, you might be asking, why would I want to drop my piece of ore before reaching its final destination?

Well, here's the thing: if your ore happens to hit something (like a wall, or one of the fungi-firing aliens), then not only will it explode, but your drone will also blow up. However, if you happen to release the ore before it makes contact, then it will be returned to where it originated, and you'll both live on to try again.

*****Hint**** If you're just getting used to the game's controls, then it would be wise to use the first level as a training ground for getting used to what you're doing.*

MAXING OUT

The maximum number of Neopoints that you can earn from each sent score for Kreludan Mining Corp. is 1000. Considering that the current ratio of payout to points is 160 Neopoints for every 100 points scored, this means that, in order to take home the maximum of 1000 NP, you need to achieve a score of 625 or higher. Once you've successfully mastered the first few levels, the fact that you can send your score three times each day should allow you to start picking up a quick and easy 3,000 NP every time you play. Here are a few steps to try.

Stage One, Level One: With no fungi-firing aliens to contend with, your first task is to go to the upper left corner and, after blasting away at the shaking rocks above you, pick up the blue gem that was hidden behind the wall you just blew away. After scoring twenty points for collecting the gem, you can now swoop down and pick up another hundred points for grabbing the yellow ore with your tractor beam and delivering it to the refinery (which is the huge metal building with the glowing yellow bulb at the top). Simply drop your piece of ore inside the refinery's yellow bulb and, voila! Another hundred points.

Point Total For Level: 120

Point Total So Far: 120



Stage One,

Level Two: Unlike the first level, this one contains one of those pesky aliens, so you'd be wise to dispose of it

right away. Rather than trying to hover above the alien and correct your course after firing at it, a much easier tactic involves using the tunnel directly to the alien's right to your advantage. Simply get yourself centered above the tunnel and, as you begin to drop, turn to your left and blast the alien (earning yourself five points in the process). Because you began this manoeuvre directly above the tunnel, you'll have plenty of time to right your course before hitting rock bottom. Once you've gotten stabilised, pick up the ore at the bottom of the tunnel, then climb back up and deliver your precious cargo to the refinery for another hundred points.

Point Total For Level: 105

Point Total So Far: 225



Stage One, Level Three: As the third level begins, you find your craft hovering directly over two aliens, with a third one above you on the left. Rather than dealing with all three of them firing on you at once, pick them off one by one, starting with the one in the upper left corner. Once that one's taken care of, dip over into the tunnel that's to the right of the alien that was on your right at the beginning, then eliminate it the same way you did the one in level two (by firing as you fall into the tunnel).

Then, wipe out the alien that began the level on your lower left by hovering so that it's barely in your lower left corner, then begin a counter-clockwise turn and, as you begin to fall, get off a shot with your Spacebar. However, be sure to continue

your counter-clockwise motion so that as the nose of your craft points upwards, you are able to come out of the manoeuvre without crashing into the ground as your thrusters kick in.

Once you've managed to pull that off, eliminate a pair of aliens that are in the upper right corner, just above the refinery. After getting rid of them, sink into the tunnel just beneath the refinery. Resting in the lower left of the tunnel, just beneath a sixth alien being, is this level's piece of yellow ore. Attempt to blast the alien on your way down the tunnel, then pick up the ore and make your way out. Keep in mind that, as you make your way back

to the refinery, the piece of metal will swing from the beam like a pendulum. It is of the utmost importance that you proceed with caution, lest you or the ore smack into a wall before reaching your destination.

Point Total For Level: 130

Point Total So Far: 355

Stage Two, Level One: This level contains a whopping 14 aliens. Since there's a little bit of overlap involved in maxing out (if you get everything possible all the way through Stage Two, Level Two, that actually would give you 650 points – 25 more than you need) you can actually afford to let a few of the tougher-placed ones go. Rather than detail the location of all 14, we'll just summarise by saying that the level is shaped like a backward letter "C."

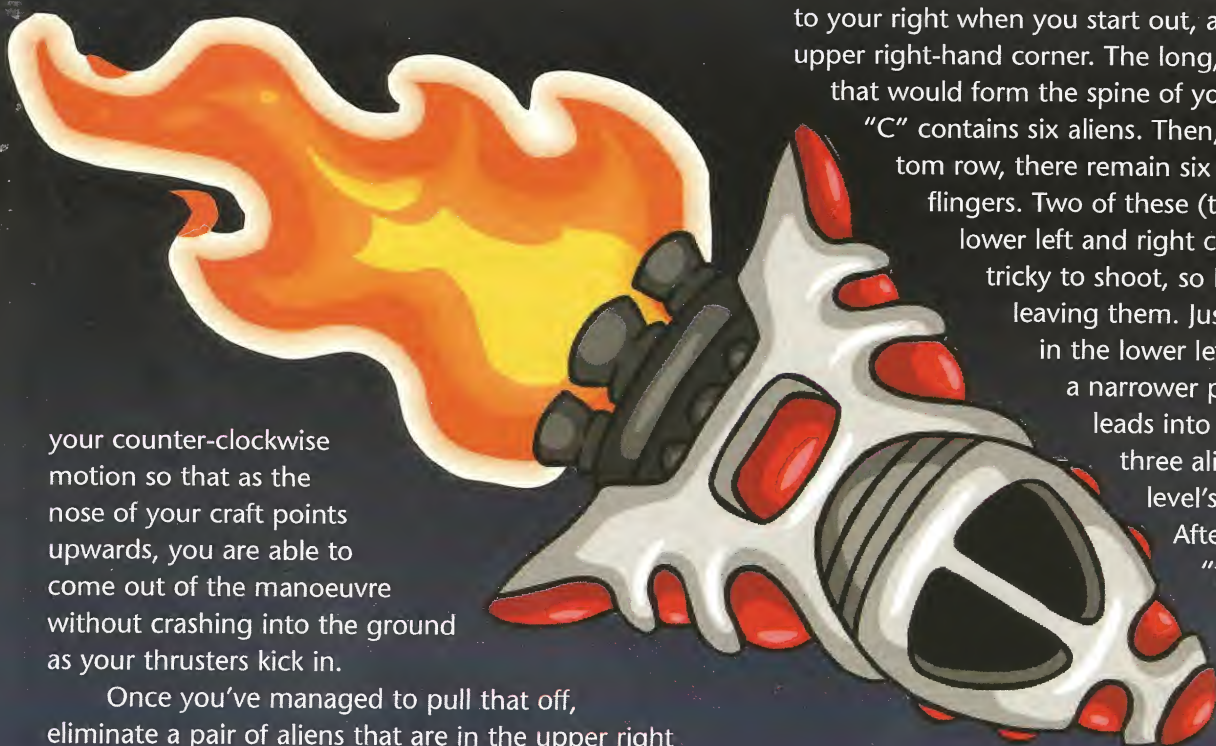
The top row contains two aliens – one directly to your right when you start out, and one in the upper right-hand corner. The long, zigzag tunnel that would form the spine of your backwards "C" contains six aliens. Then, along the bottom row, there remain six more fungi-fingers. Two of these (the ones in the lower left and right corners) can be tricky to shoot, so I'd recommend leaving them. Just above the alien in the lower left corner there's a narrower passage, which leads into a room with three aliens and this level's piece of ore.

After utilising the "tunnel dip" method to get rid of the first alien (located immediately to your left as

you enter the room), you should then be able to scoot up into the room and wipe out the other two. With the room now cleared, carefully pick up the piece of Kreludan ore and make your way back to the refinery.

Point Total For Level: 170

Point Total So Far: 525





Stage Two, Level Two:

At this point, your strategy will depend on how many points you still need to reach the magic number of 625. If you picked up the gem in level one, and have blasted every alien thusfar,

then at this point all you need is the 100 points for recovering the ore. However, if you decided to leave a few of the tougher aliens behind, then this level gives you a few opportunities to make up for it. The structure of this level is basically a loop, with five fungus-shooting aliens inside it. An interesting twist to this level, however, is the sliding door that lies at the base of the loop. Depending on how many aliens you need to reach 625, you can either:

A.) Come down the right side, grab the ore, and take it back to the refinery for your 100 points.

B.) Come down the right side, eliminate as many of the three aliens as you need to before grabbing the ore, then skillfully deliver it for processing.

C.) Come down the left side, get rid of the two aliens (if necessary), press the Spacebar to fire your laser upon the blue switch that opens the sliding door, then eliminate the other three aliens (as needed) before taking the ore home.

Once the ore is delivered, you will have completed the second level of stage two (and the fifth level overall). Select the option of sending your score, and there you have it: 1000 Neopoints! Repeat twice more, and pull down your haul of 3,000 NP for the day.

THE GREAT BEYOND

Okay, so cashing in your 3,000 NP each day is great and all, but what if you want more? Like, maybe you're interested in competing for a trophy, or perhaps you're just curious about what lies

beyond the second level of stage two. Well, should you decide to continue on your mission, here are some things to look for:

- Kreludan Mining Corp. contains a total of 15 levels – five stages, with three levels each.
- Starting with the first level of the fourth stage, the mines of Kreludor will be dotted with lasers that pop up from time to time. Take great caution to avoid the lasers, because they are capable of destroying both/either your drone and your ore cargo (they cannot, however, harm your tractor beams).
- The third level of stage four contains what is known as the "Laser Room of Death." Do you have what it takes to successfully navigate your way out?
- Upon reaching the piece of ore on the first level of stage five, you might think that you've been hopelessly trapped inside its room. However, by keeping an eye out for the shaking blue rocks, you should be able to find a way out.

So, there you go – a full-fledged look at conquering the mines of Kreludor. As any of the local miners could tell you, it's not exactly the easiest job out there. However, if you've got the determination, skill, and nerves to give it a go, then we're sure that you'll find the rewards well worth your effort. ★



KRELUDAN MINING CORP

Type "kreludor" during game play (type fast!). Works only once per game.

On the very first level, fly to the upper left corner of the room and shoot at the ceiling. You will see the rock break apart to reveal a hidden crystal! Use your beam to pick it up for bonus points.



A Right

Why not make your Neopet look

Since its release earlier this year, the Royal Paint Brush has been causing quite a stir. Going for upwards of 1.5 million NP, this highly sought after item is rarely seen for sale. So what is all the fuss about? Read on....

As well as just making your Neopet look spectacular, this paint brush is one of the few that gives a totally different look depending on the gender of your Neopet. Currently, there are just a few Neopets that can be painted with this colour, but more will be added over the course of the year.

Aisha

The Royal Male

Aisha is standing upright with a stunning feathered hat. His tunic has a gold trim that perfectly compliments his "A" and the trim on his hat. All in all, a very muskateer-ish look.

The Royal Female Aisha is also standing more upright than normal, wearing a flowing charcoal and silver dress. From the top of her hat, a delicate silver veil extends past her long curly tresses. The normal Aisha collar has been replaced with a pretty red choker.



Cybunny

The Royal Male Cybunny comes complete with golden horn to alert everyone in his Kingdom in times of need. His outfit is

adorned with the shield of Meridell and the entire outfit is a very becoming blue and red combination.

A wonderful blend of yellows, oranges and purples makes the Royal Female Cybunny the perfect spring princess. Her outfit is finished off with a delicate golden tiara.

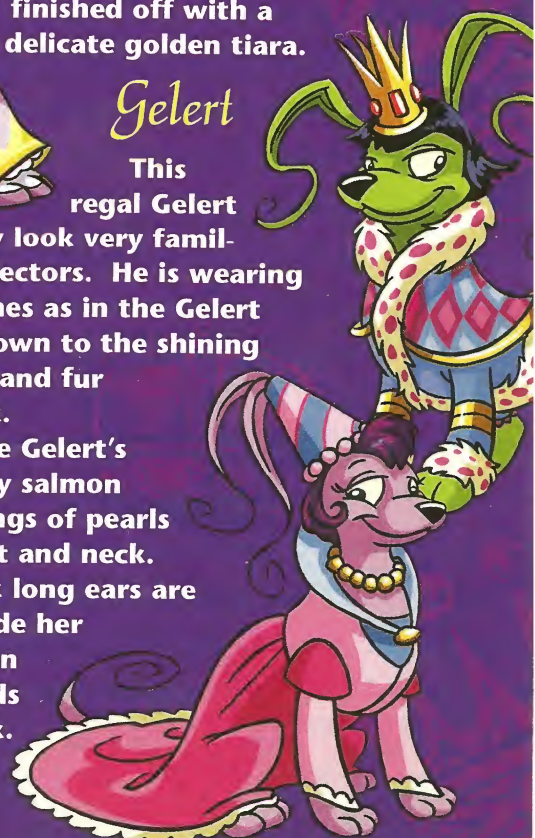


Gelert

This regal Gelert may look very familiar

to TCG collectors. He is wearing the same clothes as in the Gelert Prince card, down to the shining golden crown and fur trimmed cloak.

The female Gelert's outfit is mainly salmon pink with strings of pearls around her hat and neck. Her trademark long ears are smoothed inside her headdress, then curl downwards along her back.



Royal Affair

like the prince or princess they really are?



Kougtra

The male

Kougtra has undergone a rather drastic transformation. He has grown a magnificent full mane that frames his whole face. The costume also, has a Meridellian theme, with each Kougtra sporting a rather nice Meridell shield amulet around his neck.

Demure is one way to describe this very regal little Kougtra. Her outfit is luxurious, but not extravagant. Lavender eyes compliment her lemon yellow complexion and purple robe.

Scorchio

The Royal Male Scorchio is wearing a yellow and blue striped outfit with spotted fur trim. Atop his head is a golden crown with emerald gems that compliment his green skin tone.

This fair maiden is lifting her long skirts as she skips across the court. A pair of baby pink gloves and her long golden tresses set off her pink and purple outfit.



Uni

One of the most remarkable transformations is the Royal Male Uni. This look is one of a true warrior king, complete with golden wing guards and horn shield. On his chest and sides are large Meridell emblems.

If you want the ultra feminine look, the Royal Female Uni is just for you. Complete with floral garland and big red bow, this princess is dazzling and she knows it.

Zafara

The Royal Male

Zafara is wearing a very regal blue and purple ensemble with gold highlights (the feather and cloak clasp). He looks every inch the dashing courtier.

A rather shy princess, the Royal Female Zafara has chosen a very delicate look. Her pastel blue and purple dress perfectly matches her hat and veil, with a swirly darker

blue print throughout. ★





CAN
YOU

BRAVE THE

Hannah and the Pirate Caves offers exciting gameplay and creative game-building elements.



There you are, staring at that one last treasure chest just out of reach, when all of the sudden, three arrows come flying straight at you and down Hannah goes to Davy Jones' locker. Grumbling, you try yet again.

In the exciting game Hannah and the Pirate Caves™, you control Hannah, a daring Usul who discovers a book telling of the dangerous pirate caves. Armed only with her sharp wits, Hannah must traverse 20 levels of pirate caves, collecting treasure on her way through. Be careful though... danger lurks in every corner.

MATCHING WITS WITH PIRATES

You'll find that running blindly through the tunnels is a sure-fire way to waste hours of precious time. With just a little knowledge and thought, you can whiz through the caves and, hopefully, get a shiny new trophy in the process!

During your journey through the caves, there are several things to keep in mind. Here are some tips and tricks.

- You happen to notice it's taking an awfully long time for the water to fill up the room so you can get to that arrow crate. Maybe there was something you missed earlier that should fill this time? Perhaps you missed a secret passageway you were

meant to explore? Generally, the game moves pretty fast, so unless it's clear you need to stay put for the moment, look around in case you missed something.

- You're running along through a cave and find a ditch in the ground, just big enough for Hannah to lay in. Rather than mindlessly jumping over it, ponder your surroundings. Sure, many things are there simply to distract you or add danger, but if something seems oddly out of place, chances are, you are meant to use it some way. Sure enough! Here come some inescapable arrows! I hope that ditch wasn't too far behind...

- The simplest solution isn't always the correct one. Before rolling that boulder off the ledge to smash the platform, stop and take a look at your surroundings first. Not only are boulders good for destroying platforms, but they can also clear your way of stalagmites. Make the most out of the resources given to you.

- It never hurts to take a peek! In the loading page, when it displays a small version of the map, take a good look at it! Even the best pirates need a map to find their treasure. If you can't figure your way past a certain trap or puzzle, take the time to study the map, and perhaps figure it out. It will save you time in the long run, especially if the difficult section is deep within the maze.



CAVES?

COMPLETING THE GAME

To finish the game with the best score possible, you must make it through all six tutorials and 20 levels, collecting every jewel and all 511 treasure chests. There are jewels hidden in every game level except Tutorial #6. You only have three lives, so pick up heart cases when you find them. However, there are only seven in the whole

game, so take care and good luck!

BUILDING THE PERFECT PIRATE CAVE

If you have spent a lot of time playing Hannah and the Pirate Caves and you're looking for a new challenge you can create your own level for the game. It's simple to get started. Just download the CaveMaker executable program.

Now, as soon as you download CaveMaker, your first instinct might be to just begin right off the bat and start building. However, with just a little planning, you can turn a good cave into an outstanding one. Here's how:

PLANNING

Find a piece of graph paper and begin to plot the layout of your cave first. Nothing is worse than building your cave, then discovering there isn't



quite enough room to allow Hannah to make that jump...

To avoid this, careful planning and an understanding of the basics of cave building are needed, especially what you can and can't do with your cave. Here's a list of several things to keep in mind:

TECHNICAL

- The minimum cave size is 265 squares, which is a 16x16 grid.
- Hannah is 1.5 squares tall, so keep this in mind, and leave jumping room!
- You MUST have one entrance (starting position) and exit (door).
- You may only have one heart and jewel case in a cave.
- A water level is signified by only one block.
- Don't use punctuation in your level titles.



- Secret passages fill with air, even if they are underwater.
- The apex of Hannah's jumps are five squares in height, from the ground to where her head reaches.
- Put the door at least one block away from the edge to make it accessible. Remember, in the game, it takes up four spaces.

STYLE

A cave can be quite clever, full of traps and arrows, but if all it looks like is a bunch of squares and blocks, it can get quite boring to traverse. There really is no reason to make all your ceilings look like they were drawn with a ruler. Stagger the blocks and stalactites to make the cave look more natural!

TESTING YOUR CAVE

Make sure if there are different paths to take that the level can be completed. As the designer, you know how to move through the level, but players will not, and they may do something you do not expect. During testing, go off your beaten path and try to play your level as if you do not know your way through.

The best advice? Test, test, test! If you have lots of arrows or a particularly fast-moving cave, be sure to test out the timing again and again until you are sure it can be done. There's certainly no sense in making a cave that cannot be beaten.

Remember, try to make your cave fun and challenging, but not so much that it becomes frustrating to your players! ★

HIDDEN GEMS

Here are some little secrets we have managed to sneak out of the Neopets office that could help you get that million Neopoints you have always dreamed of.

SUTEK'S TOMB

Typing the word pyramibread will show you the next move. You can use this little helper as many times as you want too!

FAERIE BUBBLES

This game has a few secret codes that can help make things a little easier. Each one only works once per game though.

- * stardust - gives you a nova bubble
- * faerieland - gives you a rainbow bubble
- * slumberberry - resets the top row (if it has dropped down)

GRAND THEFT UMMAGINE

If you type in the word ummaginethief you can skip a level (but you'll lose your points).



自然



lead five deadly new races. Rampage to victory. Kaijudo.

永



08.2004

デュエル・マスターズ
DUEL MASTERS
TRADING CARD GAME
RAMPAGE OF THE SUPER WARRIORS

kaijudo.com

Duel Masters, the Duel Masters logo, and characters and their distinctive likenesses are TM & © 2004 Wizards/Shogakukan/Mitsui-Kids. Wizards of the Coast and its logos are trademarks of Wizards of the Coast in the U.S.A. and other countries.



THE LIFE OF A NEOPIAN SHOPKEEPER!

HOW I MADE OVER 10,000 NEOPOINTS IN ONE DAY!

How many Neopoints can a “serious shopkeeper” make in the crazy world of Neopia? If you’re an industrious Neopian entrepreneur (and you price your items right!), stand back and watch as the crowds come piling into “Ye Olde Neopets Shoppe” making you richer by the hour! It takes energy, determination, and smart pricing—a fast Internet connection helps, too!

Just for fun I kept track of my purchases and sales for just one day. Check out my “modus operandi” and see if there are any ideas you could use to boost sales in your own little corner of the great Neopian marketplace.



9:00AM I meant to get an earlier start buying and selling today, but after entering the world of Neopia I got sidetracked playing today’s Featured Game — “Whack-a-Staff-Member” — one of my favorites! Don’t forget that each day’s Featured Game earns you double points! After scoring over **800 Neopoints**, I turned to the serious business of building my stock for today’s customers.

First, I head for the Chocolate Factory, and I’m in luck! A fresh stock has just arrived, and I quickly start bidding on the higher-priced goodies. My strategy is to buy the more expensive items. That way I make more of a profit on each sale (I go for “quality” over “quantity”). To make sure I don’t pay too much while I’m frantically making



offers, I open a second window in my internet browser and leave it pointed to the Shop Wizard — as I'm bidding on each item, I check to see the price that other Neopians are asking for that same item. If I can't buy something for less than what others sell it for, how can I make a profit?

I quickly accumulate a nice little stock of sweets for my future customers:

Chocolate Coated Peanut Butter (366 NP)

Chocolate Tuskaninny Cookie (580 NP)

Choco-Strawberry Muffin (375 NP)

Cream Covered Acara Cookie (222 NP)

Crunchie Korbat Cookie (500 NP)

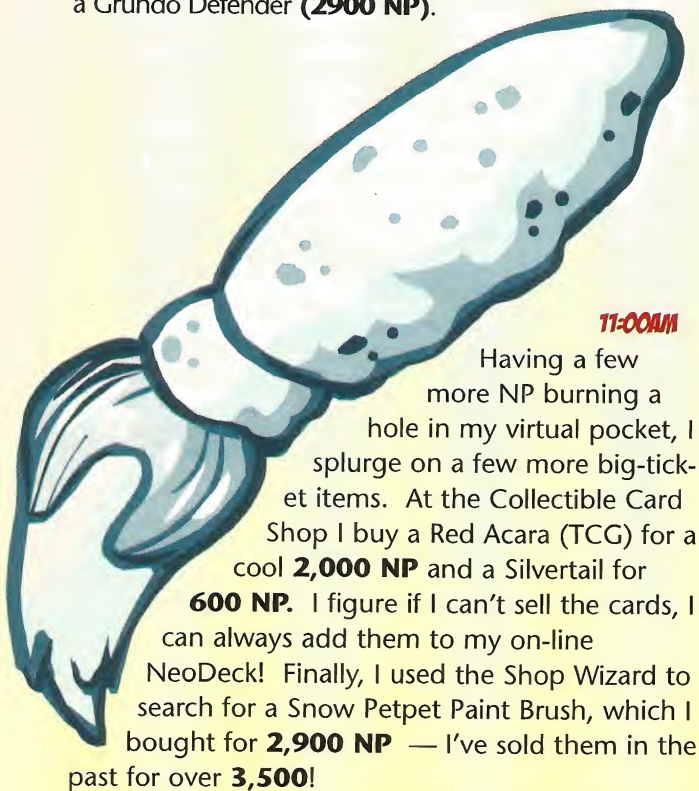
Milk Chocolate Pteri (1,000 NP)

9:30AM As the Chocolate Factory's inventory quickly gets gobbled up, I scamper over to another favourite — the Bakery. I quickly pick up a few fast-moving munchables: Horn of Pastry (750 NP), Basket of Bread (715 NP), and a couple Plain Sourdough Baguettes (one for 185 NP, one for 195 NP).

9:45AM I travel to the Tropical Foods on Mystery Island where I pick up a couple more high-priced snacks — a Star Fish Sandwich (**475 NP**) and a Taokicarrot (**700 NP**).

10:00AM For my collectable-oriented customers, I offer stamps from the Post Office. The more expensive stamps can bring in a tidy profit, so I pick up a Chunk of Meat Stamp (200 NP), a Rock Stamp (**800 NP**), and a Tyrannian Korbati Stamp (**575 NP** at the post office, only **200 NP** from another seller I found through the Shop Wizard!). Again using the Shop Wizard, I find a Rainbow Slushie Stamp that some Neopian is “giving away” for 20 Neopoints!

10:30AM I decide I want to add a few technological toys to my shop, so I visit the Virtupets Space Station and pick up “bargains” like a Transporter Helmet (**2513 NP**), a Mega Ton Bracelet (**850 NP**) and a Grundo Defender (**2900 NP**).



11:00AM Having a few more NP burning a hole in my virtual pocket, I splurge on a few more big-ticket items. At the Collectible Card Shop I buy a Red Acara (TCG) for a cool **2,000 NP** and a Silvertail for **600 NP**. I figure if I can't sell the cards, I can always add them to my on-line NeoDeck! Finally, I used the Shop Wizard to search for a Snow Petpet Paint Brush, which I bought for **2,900 NP** — I've sold them in the past for over **3,500**!

After two hours of buying and placing items in my “shoppe,” I take a lunch break. Throughout the day I stop by my shop and check the “Shop Till,” withdrawing a few hundred — or a few thou-

sand! — Neopoints each time. By the end of the day, I find that after furiously spending **20,521 NP** in the morning, I've sold every item and netted a sizable profit of 11,288 Neopoints!

Here's a recap of my buying-and-selling strategy:

1) Always keep a second browser window open to the Shop Wizard to check on the current “going prices” of items you're trying to buy — it's the best way to avoid paying too much and losing Neopoints on a sale!

2) Keep a record of your most profitable selling items, and use the Shop Wizard to scout around for “bargains.” For example, I found someone selling a “Rainbow Slushie Stamp” for only **20 NP**, so I bought it and sold it for **750 NP**!

3) Check out the goods in other shops across Neopia and try selling new items. You might experiment with specializing in certain items, like Petpets or Books. The better you get to know the going prices, the quicker you'll be able to decide on which items to buy.

4) Keep your prices low and competitive! If the “going price” of a chocolate or book in your shop drops and you find you can't sell it at a profit, use it yourself! Treat your Neopet to a chocolate or a good tale — it'll make them happier and smarter, too! ★

- By Steven Diamond, Neopets fan



ITEM	BOUGHT FOR:	SOLD FOR:	PROFIT MADE:
Chocolate Factory			
Chocolate Coated Peanut Butter	366	450	84
Chocolate Tuskaninny Cookie	580	645	65
Choco-Strawberry Muffin	375	400	25
Cream Covered Acara Cookie	222	299	77
Crunchie Korbat Cookie	500	775	275
Milk Chocolate Pteri	1000	2400	1400
The Bakery			
Basket of Bread	715	790	75
Horn of Pastry	700	985	285
Plain Sourdough Baguettes	185 & 195	375 each	370
Tropical Food Shop			
Star Fish Sandwich	475	650	175
Taokicarrot	700	840	140
Post Office			
Chunk of Meat Stamp	200	425	225
Rock Stamp	800	950	150
Tyrannian Korbat Stamp	200 & 575	600 each	425
Collectible Card Shop			
Red Acara (TCG)	2000	4250	2250
Silvertail (TCG)	600	975	375
Book Shop			
Eyrie Style	950	1700	750
Virtupets Space Station			
Grundo Defender	2900	3700	800
Mega Ton Bracelet	850	1100	250
Transporter Helmet	2513	3800	1287
Shop Wizard search			
Rainbow Slushie Stamp	20	750	730
Snow Petpet Paint Brush	2900	3975	1075
Total purchases: 20,521 NP		Total sales: 31,809 NP	Total profits: 11,288 NP

.....**SHOP UNTIL YOU DROP... IN NEOPIA!**.....

Neopia Central

Back to School Shop
Book Shop
Food Shop
Neopian Pharmacy
Petpet Shop
Post Office

Neopian Bazaar

Battle Magic
Chocolate Factory
Collectable Card Shop
Defense Magic
Fine Furniture
Fresh Smoothies
Gardening Supplies
Gifts Galore
Grooming Parlour
Health Food
Hubert's Hotdogs
Pizzaroo
The Bakery



Toy Shop
Unis Clothing
Usukiland

Faerieland and

Faerie City
Faerie Book Shop
Faerie Foods
Faerie Petpets



Haunted Woods and Deserted Fairground

Haunted Weaponry
Spooky Food
Spooky Furniture
Spooky Petpets



Lost Desert

Battle Supplies
"Foods of the Lost Desert"
Osiri's Pottery
Peopatra's Petpets

Sutek's Scrolls

Meridell

Ye Olde Petpets

Mystery Island

Island Market
Tropical Foods

Tyrannia

Furniture
Tyrannian Food
Tyrannian Petpets
Tyrannian Weaponry



Virtupets Space Station

Robopet Petpets
Space Armour
Space Weapons

BEACH VOLLEY



BALL BONANZA!

HAVING FUN IN THE SUN...

It's another gorgeous day on Mystery Island, and the sun is out in all its glory. The island's toasty sand is tingling between your toes, while a refreshing tropical breeze gently caresses your face. As any local could tell you, there's hardly a better way of spending such a lovely afternoon on Mystery Island than out amongst the Myncis, enjoying a few spirited games of volleyball. Ah, but keep in mind... the local competitors are no slouches. Do you have what it takes to earn a place among the Island's best?

GETTING STARTED

Although the mechanics of the Mynci Beach Volleyball™ are quite simple, we should start by covering them. You control the red Mynci on the left, while the blue Mynci on the right is either automated or controlled by a friend. By pressing the left and right arrow keys, your Mynci can move either towards or away from the net (when serving, I prefer to line my Mynci up so that his tail is right up against the far right side of the distant palm trees).

Once you're happy with your distance, press the up arrow key to lob the volleyball into the air. Now, you have one of two choices: you can either let the ball come down and hit your Mynci on the head, or you can jump to meet the ball on its way down. I've found that I prefer jumping right before the ball is about to hit my Mynci; that kind of serve, combined with my usual distance, seems to hit the ball in a way that can be very difficult for the blue Mynci to return. For this reason, I always try to be the one serving, as it apparently gives me a decided advantage.*

POWER-UPS

During your volleyball matches, you'll notice that a Pawkeet occasionally pops up onscreen. If the volleyball happens to make contact with this Pawkeet, then one of seven possible Power-Ups will be released. The Power-Ups are:

TALL NET: Makes the net taller, and more difficult to get over.

SHORT NET: Has the opposite effect, making it much easier to successfully get your volley over the net.

SUPERSIZE: Changes your Mynci so that he's larger than normal, and makes it possible for him to cover much more ground.

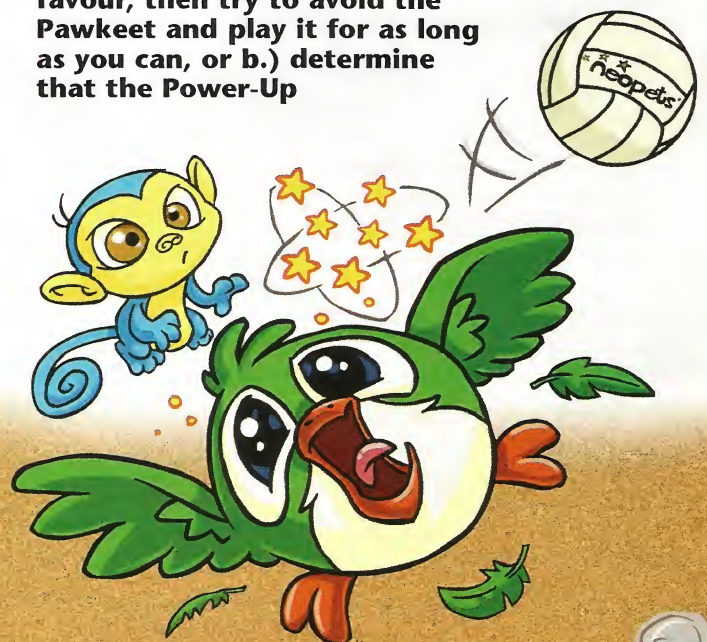
SUPERSPEED: It can be awkward at first, but this Power-Up becomes a huge asset once you've gotten some practice and learned how to harness its speed.

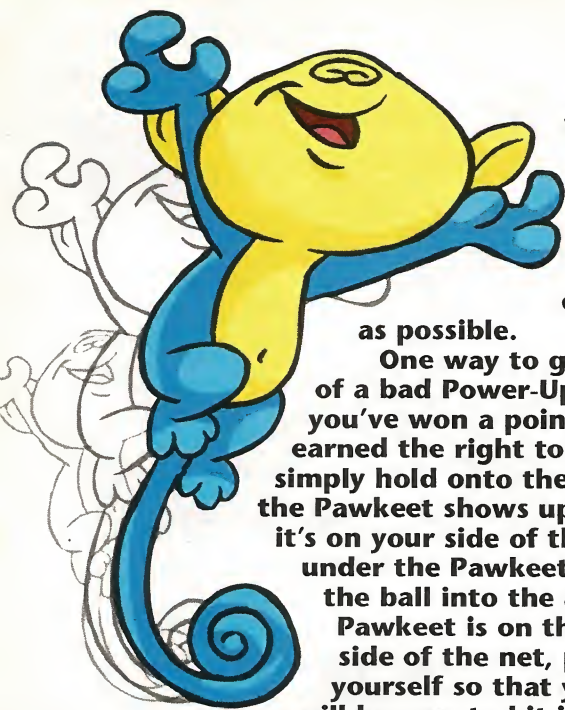
SUPERJUMP: Allows your Mynci to soar high above the net.

GIANT BALL: Makes the ball much larger, and therefore slower and easier to reach.

TURDLE: Releases a pesky little Petpet to nip at your heels, momentarily locking you in place. Once per game, if you type in the word "Turdle," one of them will be unleashed upon your unsuspecting opponent. Remember, though... you only get to do it once, so be sure to use your one Turdle wisely.

Each time a Power-Up is released, you are faced with a choice. You can either a.) decide that the Power-Up is in your favour, then try to avoid the Pawkeet and play it for as long as you can, or b.) determine that the Power-Up





works against you, and try to get rid of it as quickly

as possible.

One way to get rid of a bad Power-Up is, after you've won a point and earned the right to serve, simply hold onto the ball until the Pawkeet shows up. Then, if it's on your side of the net, get under the Pawkeet and lob the ball into the air. If the Pawkeet is on the other side of the net, position yourself so that your serve will be sure to hit it. Once the Pawkeet has been hit, the Power-Up will be replaced.

STRATEGY

One of the first things you need to decide when playing Mynchi Beach Volleyball is figuring out where to stand when your Mynchi is returning his opponent's volleys. You can either play back, play close to the net, or stay perched in the middle. I wouldn't recommend staying in the middle if you're a relative newcomer, since it requires you to be equally adept at moving forwards and backwards. As for the other two choices, it pretty much comes down to whatever makes you feel more comfortable. I, myself, prefer to play close up, right next to the net... because I feel much more comfortable going back for the ball than coming up to get it.

After flagging the ball down, one needs to decide what to do with it. You pretty much have two choices: either smack the ball around 'til it goes over the net, or (my preferred method) deliberately juggle the ball until you've positioned yourself so that the ball is bouncing straight up off the top of your head, then moving back slightly so that it bounces off the front of your Mynchi's forehead. If executed properly, this manoeuvre should send the ball on a sharp line drive that barely goes over the net, making your volley very difficult for the other Mynchi to return.

As a last bit of strategic advice, we should take a moment to discuss blocks. While, certainly, jumping up to stuff your opponent's volley is rather thrilling, the fact is that it's very inconsistent. Therefore,

more often than not, leaping into the air to make a spectacular block tends to accomplish little more than leaving your Mynchi hopelessly out of position.

SCORING

The point scoring system for Mynchi Beach Volleyball breaks down like this: every time your Mynchi wins, you receive 50 points, (except in level six where you receive 250 points for the win) plus an extra 10 points for every point that you had more than your opponent. For example, if you defeat your opponent by a score of 12-10, then you would receive 70 points: 50 points for the win, and 20 points for your two point margin of victory. However, should you happen to lose, then you still receive five points for every point that you scored towards your final tally.

With a total of six matches in the game, if you were to win each of your matches by a score of 12-0, then you would receive a score of 1,220. Considering that the game pays out two Neopoints for every point scored, you could, in theory, receive 2,440 NP for a "perfect" game of Mynchi Beach Volleyball.

Also of Interest...

In wrapping things up, I thought it might be interesting to mention a couple of little known facts about Mynchi Beach Volleyball that you might have otherwise missed. Like, for example, did you know that the sun continues setting after each of your wins? In other words, by the time you've won your fifth game, the sun has set and it's practically nighttime. Pretty neat...

Well, there you are... everything you ever possibly wanted to know about Mynchi Beach Volleyball. So what are you waiting for? Stop lying about on the beach, slap on a little suntan lotion, and prepare to take on the finest challengers that Mystery Island has to offer!★



* = Unlike "regular" volleyball, where you can only score while serving, Mynchi Volleyball always rewards you with a point when your opponent allows the ball to hit the ground, even if they were the one who began play by serving.





START —————> FINISH



**THE INCREDIBLY
LONG-LASTING LAFFY TAFFY®**

wonka.com WONKA® and NERDS® are registered trademarks of Société des Produits Nestlé S.A., Vevey, Switzerland



★ ★ ★
neopets™

Tigerfruit™



Smoothie

COMING SEPTEMBER 16
TO A JAMBA JUICE LOCATION NEAR YOU!!!



www.neopets.com/jambajuice

JOIN THE QUEST!

Jhudiah has concocted a special recipe of Tigerfruit crystals and hidden them at your local **JAMBA JUICE.**

To find these crystals, order a Tigerfruit Smoothie and complete your quest by adding the Tigerfruit crystals to your drink.

You won't find the Tigerfruit Smoothie on the menu. Ask for it by name and you could receive one of 8 collectible buttons! Hurry, while supplies last!!!



Get a **FREE** sticker with every purchase!



www.neopets.com/jambajuice

NEOPETS, and all characters, location names, product names, game names, logos, species names and other indicia of origin are trademarks of Neopets, Inc. (c) 2004. All rights reserved.
Jamba Juice Company (c) Copyright 2002-2004.
Available at participating Jamba Juice stores.
Not available at airports, college campuses, or Whole Foods Market® locations.
Copyright 2000-2004. Whole Foods Market IP, L.P.





THE GHOST SHIP

Just off the shores of Krawk Island is a tiny sand barge. It is so small, most visitors miss it, but the natives know to stay clear. They know anyone who even sets foot on the island are either never heard from again or return in such a condition that you never want to see them again.

The reason? Well, you can look at the island from afar... see that? Looks like a shipwreck on the tiny island, doesn't it? A ship washed ashore, the mast broken in half, the hull ripped apart as if a giant sea monster tore it to pieces.

Nobody knows the name of the ship. There were letters on the prow and aft, but time and salt water have washed them away. All that's left are a few vowels and a jumble of consonants, nothing anyone could read.

During the day, the ship is quiet. Wind blows through its ruined hull, making whispers and whistles. The remains of the sails flap in the winds like the arms of a melancholy skeleton waving to passersby. But at night... the scene changes dramatically... for those who have the courage to watch.

When the moon is full and sky is clear, you can hear the whistles and whispers the wind makes turn to voices. The darkness on the deck made by the ragged sails shift into shadowy forms moving this way and that. Then, when the silver light falls on the captain's quarters, you can see a bulky figure moving through the

ruined doorway, raising a spectral hand that holds a wicked blade.

Some say the ship lurches off the island, sailing across the waves in search of treasure. Others say the whole scene is a trick of the light.

One thing is for certain: no ship sails off Krawk Island when the moon is full and sky is clear. Those that do... are never heard from again.

One sailor tells a particularly terrifying tale of a captain who refused to believe the stories. "I'll sail whenever I please!" he told a tavern full of pirates. "And tonight, I says we sail fer the Bendagal Bay!"

His crew cheered -- although a few grumbled under the cheers. The sailor in question says his best friend was aboard that ship, and the night it sailed off, he saw his best friend on the prow, looking back at Krawk Island... looking back with the saddest look a sailor could ever make.

Needless to say, the ship was never seen again. But the sailor says he did see his friend again. One lonely night, looking out at that ruined ship on the sand barge, he saw the shapes beginning to move along the decks... and sitting on the prow, looking back at Krawk Island, he saw a face he remembered. A face he would never forget.

And that face was looking back at Krawk Island... with the saddest look a sailor could ever make. ★

THESE GIRLS ROCK!

BECKETT'S
BRATZ
 UNOFFICIAL COLLECTOR



You can too with this unofficial guide to everything Bratz™. Now covering the world of Bratz doll collecting, accessorizing, Trading Card Game play, video gaming and much more!

- **FREE Poster**
- **Exclusive Bratz Promo Card**
- **Beckett's Bratz Card & Toy Price Guide**
- **Video Game Reviews**
- **Contests with Cool Prizes**
- **And much, much more!**

Order the Premiere Issue today and receive **FREE** shipping. Only a limited number of copies available. Use the form below to order issue No.1 now! **On Sale Now!**

Name _____

Address _____

City _____ State _____ ZIP _____

E-mail _____ Phone _____ Birthdate ____/____/____

☐ Check or Money Order ☐ VISA/MC/AMEX/Discover

CC# _____ Exp. ____/____

Cardholder's name _____

Cardholder's signature _____

Order by phone at 972-991-6657 or
 Fax Credit Card Orders to 972-448-9078.
PHOTOCOPIES ACCEPTED!

Beckett Bratz™ Unofficial Collector.....\$9.99

	Qty.	_____
	Subtotal	_____
Tax (Texas residents only add 8.25%)		_____
Shipping FREE (U.S. addresses only)		_____
Canadian Orders please add \$5 shipping		_____
TOTAL		_____

Send payment and order form to: Beckett Bratz™ Unofficial Collector Offer • 15850 Dallas Pkwy, Dallas TX 75248

Issue No. 1 available in July, 2004. Payable in US funds only. Check, credit card or money order only. Please do not send cash.

FREE shipping available only to U.S. addresses. Canadian Orders add \$5 for shipping. Sorry, No International Orders.

NEOBR06



\$30 FEE for ALL Returned Checks

Your Island Awaits!

A pictorial look at the new Mystery Island TCG series.

Yes, it's time to grab that lei, grass skirt and strange frothy drink and head on over to Mystery Island. The latest 100-card expansion features great new Villains and Heroes, lots more of your old favourites (books, potions and neggs), and a great new mechanic - Items that can be equipped to your Neopet if you win a contest!

Complete Set (100)
Booster Box (36 packs)
Booster Pack (8 cards)



1 Eithne (Holo) (R)



2 Fish Negg (Holo) (R)



3 Island Angelpuss (Holo) (R)



4 Island Kadoatie (Holo) (R)



5 Island Paint Brush (Holo) (R)



6 Island Peophin (Holo) (R)



7 Island Whinny (Holo) (R)



8 Jhuidah (Holo) (R)



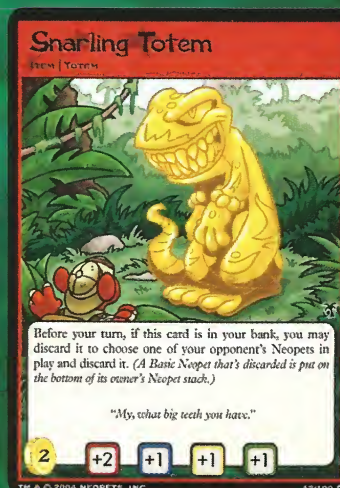
9 Kougra Chieftain (Holo) (R)



10 Pirate Krawk (Holo) (R)



11 Rainbow Pteri (Holo) (R)



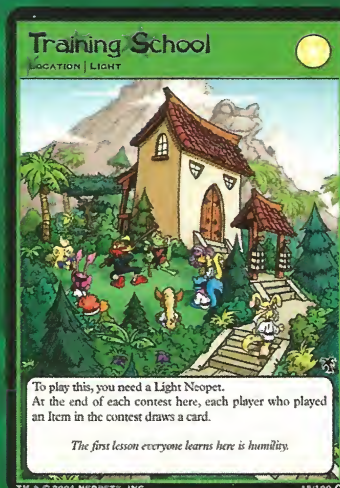
12 Snarling Totem (Holo) (R)



13 Techo Master (Holo) (R)



14 Tiki Party (Holo) (R)



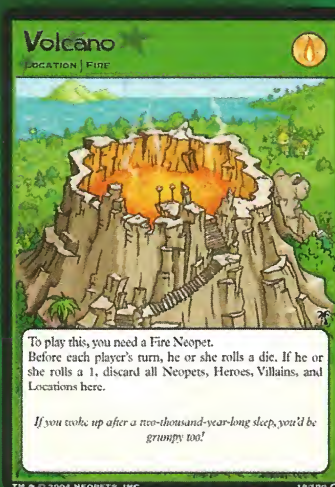
15 Training School (Holo) (R)



16 Tura-Kepek (Holo) (R)



17 Volcanic Eruption (Holo) (R)



18 Volcano (Holo) (R)



19 Werelupe Claw (Holo) (R)



20 Zed Codestone (Holo) (R)



21 Blue Krawk (R)



22 Banishment (R)



23 Cherry Wish Stick (R)



24 Cooking Pot (R)



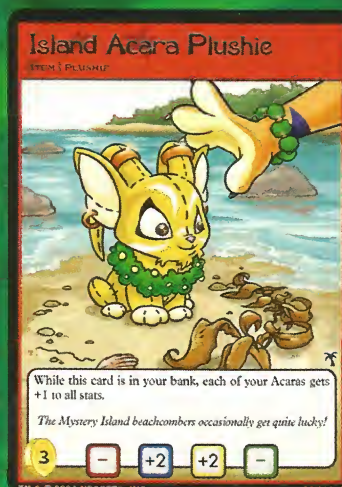
25 Curse Stick (R)



26 Hungry Natives (R)



27 Invisible Myncci (R)



28 Island Acara Plushie (R)



29 Kougra Archaeologist (R)



30 Krawk Shaman (R)



31 Meerca Brothers (R)



32 Moltenus (R)



33 Potgatkerchi (R)



34 Ruined City (R)



35 Shell Acara Totem (R)



36 Snotbunny (R)



37 Techo Adept (R)



38 Tiki Bomb (R)



39 Tiki Tack Man (R)



40 Voodoo Doll (R)



41 Green Krawk (U)



42 Orange Mynxi (U)



43 Red Techo (U)



44 Yellow Pteri (U)



45 Bri Codestone (U)



46 Cocobolas (U)



47 Engraved Boomerang (U)



48 Fumpu Leaf Medallion (U)



49 Gulper (U)



50 Hannah the Usul (U)



51 Har Codestone (U)



52 Kastraliss (U)



53 Lu Codestone (U)



54 Mau Codestone (U)



55 Mudslide (U)



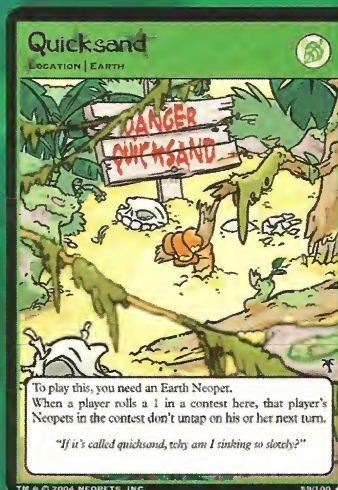
56 Mynci Safari Guide (U)



57 Peophin Waverider (U)



58 Pteri Lookout (U)



59 Quicksand (U)



60 Ramosan (U)



61 Rufus (U)



62 Salvaged Goods (U)



63 Star Gazing (U)



64 Tagobo Potion (U)



65 Techo Fisherman (U)



66 Trading Post (U)



67 Undiscovered Treasure (U)



68 Wishing Well (U)



69 Wooden Kougra Totem (U)



70 Wooden Nimmo Totem (U)



71 Blue Peophin (C)



72 Brown Mynxi (C)



73 Green Kougra (C)



74 Green Peophin (C)



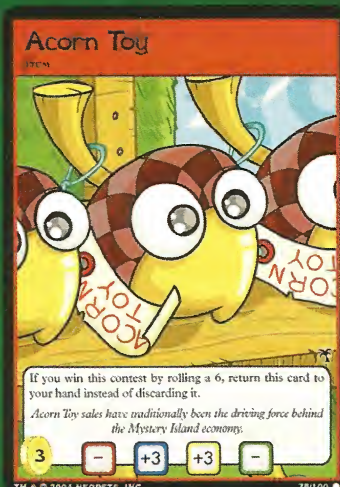
75 Red Pteri (C)



76 White Kougra (C)



77 Yellow Techo (C)



78 Acorn Toy (C)



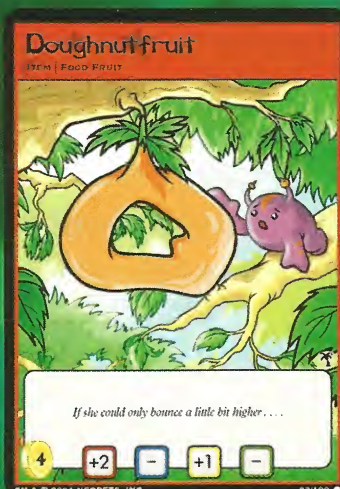
79 Baby Blu (C)



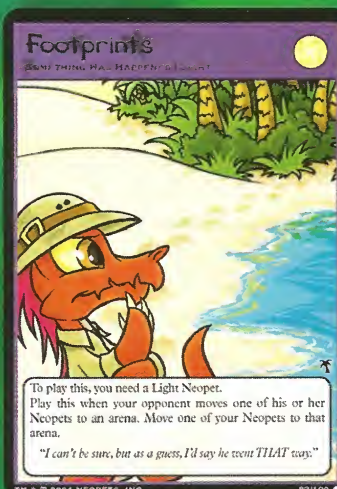
80 Bottle of Green Sand (C)



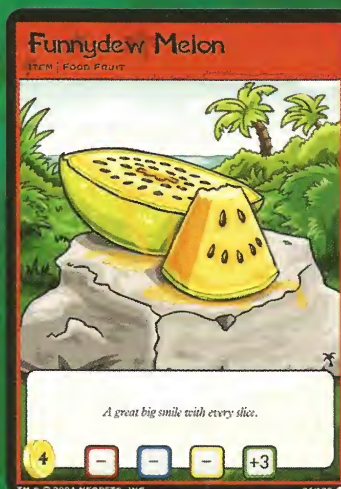
81 Cheesy Pineapple Sticks (C)



82 Doughnutfruit (C)



83 Footprints (C)



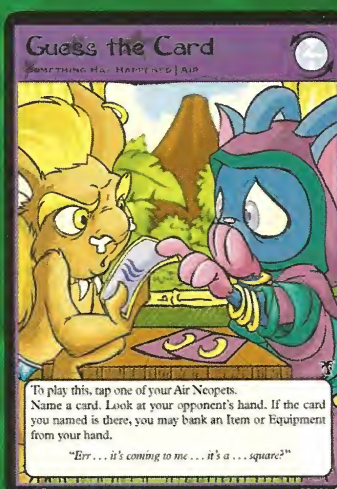
84 Funnnydew Melon (C)



85 Gadgadsbogen (C)



86 Green Grass Skirt (C)



87 Guess the Card (C)



88 Island Lei (C)



89 Kiko Squeeze Toy (C)



90 Krakuberry Juice (C)



91 Monsoon (C)



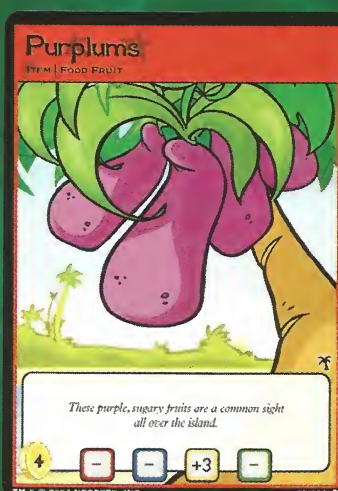
92 Muntando Fruit (C)



93 Oops! (C)



94 Primella (C)



95 Purplums (C)



96 Ring of Weightlessness (C)



97 Slugawoo (C)



98 Thornberry (C)



99 Tribal Blowgun (C)



100 Yellow Grass Skirt (C) ★

NEOPETS COLLECTABLES CORNER

Some of the hottest Neopets collectables to hit the secondary market recently are the McDonald's, Happy Meal, plushies. Even though the promotion ended several months ago, fans continue to search out their favourites at hobby shops, online auctions, flea markets and through



trading with friends. Complete sets of all 109 McDonald's Neopets plushies have sold upwards of \$300! Complete individual character sets containing all seven colours of either, Ixi, Lupe or Wocky have also been red hot, selling for as much as \$60!

The 9-inch Interactive Talking Neopets Plushies from Thinkway Toys, are also seeing some major action. The hottest one by far is the Disco Aisha, selling for as much as \$70.

The next group of cool Neopets toys to keep an eye out for are the new action figures! The two figures that many fans are looking for are Lord Kass and Illusen. However, putting together a complete set of the figures will be the true challenge.

In the TCG world, booster packs of the new Neopets Mystery Island cards are a huge hit with players of all ages. The most wanted cards are Jhuidah #8, Kougra Chieftain #9 and Tura-Kepek #16.

Of all the Neopets TCG cards released thus far, Fyora the Faerie Queen, continues to dominate the collector/player want lists. Her card has been trading heavily in the \$10 to \$15 price range. The next hottest is the limited edition Blue Draik promo card. This card was produced only for Neopets in-shop tournaments. Now, it's a collector's item. It's a nice addition to your collection, if you can find one.



If you're a collector of Neopets cards, Plushies or any other Neopets products, let us know. Send us a picture of your collection and tell us about your favourite item. Send to: *Neopets The Official Magazine*, Attn.: Collectables Corner, 15850 Dallas Pkwy., Dallas, TX 75248. ★
- Doug Kale

TOP 5 CARDS

(Secondary market price ranges are also included)

1. FYORA THE FAERIE QUEEN (HOLO) #8

Base Set • Price Range \$10 to \$15

2. BLUE DRAIK Release Card

Price Range \$5 to \$12

3. SPACE FAERIE (HOLO) #15

Return of Dr. Sloth Set

Price Range \$5 to \$10

4. ILLUSEN (HOLO) #14

Base set • Price Range \$5 to \$10

5. AISHA MYRIAD (HOLO) #1

Base Set • Price Range \$4 to \$8



TOP 5 PLUSHIES

(Secondary market price ranges are also included)

1. DELUXE SHADOW KOUGRA

Price Range \$50 to \$75

2. DISCO AISHA

INTERACTIVE TALKING

Price Range \$45 to \$70

3. CLOUD AISHA 6-INCH

Price Range \$30 to \$45

4. HALLOWEEN

AISHA 6-INCH

Price Range \$30 to \$40

5. WHITE UNI

INTERACTIVE TALKING

Price Range \$30 to \$40



NEOPETS TCG SECRETS

KEEP AN EYE ON DR. SLOTH!

Adding Return of Dr. Sloth cards to your deck could be a great move!



Just when you thought Neopia was again safe from the clutches of evil, some strange things start happening on Neopia's inhabitable moon, Kreludor! Scheming this complex and secretive could be the work of only one

sinister scientist, Dr. Frank Sloth. Yes, Dr. Sloth is back, and that perfect dastardly smile of his shows that he means business.

RETURN OF DR. SLOTH EXPANSION

(100 cards)

HoloFoil: 20

Rares: 20

Uncommons: 30

Commons: 30

Basic Neopets : 12

Experienced Neopets: 12

Heroes: 6

Villains: 9

Equipment: 19

Items: 24

Locations: 6

Something Has Happened: 12

His favorite army recruits, Grundos, are one of the six new species made available in this 100-card expansion. They are joined by the Buzz, Cybunny, Jetsam, JubJub, and Kougra. Always well supplied, they bring a technologically-advanced arsenal with



THE CAVALRY – EXPERIENCED NEOPETS

Mutant Buzz

Buzz Bully

Cybunny Scout

Starry Cybunny

Battle JubJub

JubJub Engineer

Kougra Scientist

Kougra Trooper

Jetsam Ace

Robot Jetsam

Grundo Programmer

Mutant Grundo

some major firepower! Strength is no longer the only arena with a cheap +6 Equipment card. Magic and Agility join in the fray with the state-of-the-art Bzzt Blaster and Goo Blaster respectively.

GALACTIC SPACE WARS: SOME EXPERIENCE REQUIRED!

Improved weapons aren't the only help this expansion has to offer. We have 12 new Experienced Neopets, most with some dramatic

effects. One of the most useful effects we find is the ability to have a pet help in a contest from a completely different arena! The Buzz Bully, Cybunny Scout, Mutant Grundo, and Kougra Scientist all offer this service to us, each helping in a particular arena of their own. Each one allows you to tap it to add +4 to a



contest in a specific arena, and then untaps if you win the contest! Buckle a pair of Rocket Boots onto one of them, and you can use the effect on your opponent's turn too!



Are you tired of losing some of your best equips to the discard pile? Let the fuzzy Battle JubJub lend you a hand, er... well, foot. His effect allows you to attach any Equipment card in your discard pile to one of your Neopets or Heroes at the cost of tapping Battle JubJub. Use him with his buddy, the JubJub Engineer, and you can

draw two cards, discard an Equipment, and then attach that same Equipment to a Neopet or Hero all in one turn. It's a fast and safe way to draw cards and beef up your pets!

FROM THE DARKEST REACHES OF THE UNIVERSE ...

... come some of the darkest and most powerful Villains yet, led by none other than the devious Dr. Sloth. He is so powerful, and egotistical, that it takes two opponents to start a contest against him. But, the prize for defeating him is worthwhile, untapping all of his rivals and gifting them with two card draws. Pair Dr. Sloth with a Symol Warrens from the Battle for Meridell expansion, and you can completely lock out the Agility arena. Now that's stopping power!



Luckily enough, a few brave heroes have answered the call for help, and are willing to risk their lives to aid you in defeating Dr. Sloth. At the forefront, the Space Faerie charges to the rescue, vowing to overcome the evil Sloth once again, and this time for good. Right when your opponent thinks he has a guaranteed victory over

you in an arena where he has better stats, you summon the Space Faerie to support the defenses! Oh yeah! You can even play her on your opponent's turn!

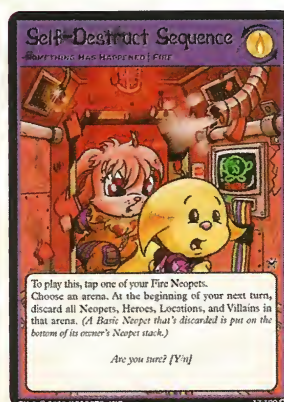
If your opponent is close to having 21 points in the bank, who do you call? No, not the Ghostbusters. You call Xarthab! When you win a contest with this guy, you can choose any card in your opponent's bank and discard it.

DON'T LIKE IT? DESTROY IT!

Xarthab isn't the only card that can cut down your opponent's bank. The Ring of Sloth and Retribution are there to back him up, and they work great together too! Although the Ring of Sloth has a bank value of zero, its effect allows you to discard one of your opponent's banked cards. Retribution forces each player to roll dice for each card in their bank, and if the rolled number is lower than the bank value, the card is destroyed!



As you can see from the chart, you'll destroy about 1/2 of all cards with a bank value of four. Your Ring of Dr. Sloth is completely immune though, as you can't roll less than zero! Of course, since you are using Fire anyway, you can strategically use Cleansing Flames from the Base Set to replace those Ring of Sloths with some mondo points for the win!



Not enough destruction for you? We're just getting started. The Return of Dr. Sloth brings even more new strategy to the game by adding multiple ways to destroy, well, anything! One of the most painful cards is the Self-Destruct Sequence. When you play this, you choose an arena. When your next turn begins, all Neopets, Heroes, Villains, and even Locations in that arena get destroyed! If you can figure out how to have all of your opponent's pets in that arena at that time, you could gain a major advantage! A Location, Reactor Core is similar but more risky, destroying all Neopets and Heroes whenever

somebody wins a contest in that arena by rolling a six. To harness that power to just your side, you can equip a Sleep Ray to your pets, which allows you to discard a rival anytime you win by rolling a six.

RETRIBUTION

Card Bank Value	Chance to be Destroyed
0	0 %
1	0 %
2	16.6 %
3	33.3 %
4	50 %
5	66.6 %

THE POWER OF THE LITTLE GUYS

Where would Neopets be without cute critters? Even Dr. Sloth can't get rid of all the cuddlies in Neopia. This expansion is no exception as we're introduced to the adorable Petpetpets. In the online version of Neopets, Petpetpets are simply pets for your Petpets (which, of course, are pets for your pets). In the TCG, Petpetpets are items that give you an advantage when used with Petpets. The most sought-after Petpetpet is currently the Cooty. This tiny little bugger not only helps boost your Magic and Intelligence stats when used as an item in a contest, but if you win, you automatically get to bank him (and you still get to bank or draw for winning). If you choose to bank a Golden Negg when you win with a Cooty, you could get up to seven points for one contest. If you're very, very lucky and manage to do that three times in one turn, you could bank all 21 points in a single turn! Game Over! ★

-By Derek Anderson-Lamb, Neopets Fan & TCG Champion



NEOPETS, and all characters, location names, product names, game names, logos, species names and other indicia of origin are trademarks of NeoPets, Inc. (c) 2004. All rights reserved.

WIN A SET OF NEOPETS® CARDS!

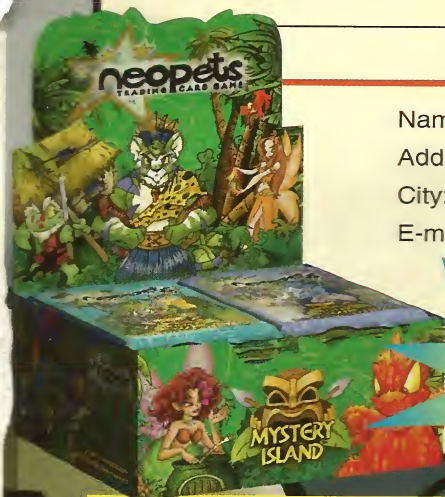
Fill out this survey for your chance to win the Grand Prize – a set of Mystery Island Cards!
10 First Prize Winners Will Win Two Booster Packs!

Please rate each of our sections in this magazine using the following rating system:

1 = Love it, 2 = It's Okay, 3 = Don't Like It

- | | | |
|---|---|--|
| <input type="checkbox"/> Front Cover - Pirate Lupe | <input type="checkbox"/> 28 10 Signs Your Addicted to Neopets | <input type="checkbox"/> 70 Beach Volleyball |
| <input type="checkbox"/> 8 Pirates Life For Me | <input type="checkbox"/> 30 What Makes a Yurble a Yurble | <input type="checkbox"/> 74 Jamba Juice |
| <input type="checkbox"/> 10 The Editorial | <input type="checkbox"/> 32 Neopets Fan Art Contest Winners | <input type="checkbox"/> 76 The Ghost Ship |
| <input type="checkbox"/> 12 Neoboards | <input type="checkbox"/> 33 Poster | <input type="checkbox"/> 78 Mystery Island Sneak Preview |
| <input type="checkbox"/> 14 Top 10 Pirate Items | <input type="checkbox"/> 52 How to Draw Cap'n Threelegs | <input type="checkbox"/> 87 Neopets Collectables Corner |
| <input type="checkbox"/> 16 Swashbuckling Adventures | <input type="checkbox"/> 56 Kreludan Mining Corp. | <input type="checkbox"/> 88 Neopets TCG Secrets |
| <input type="checkbox"/> 18 Character Guide to Krawk Island | <input type="checkbox"/> 60 Royal Paintbrush Guide | <input type="checkbox"/> 91 Mystery Island Card Contest/Survey |
| <input type="checkbox"/> 20 Hasee Bounce Game | <input type="checkbox"/> 62 Hannah & The Pirate Caves | <input type="checkbox"/> 92 Marketplace |
| <input type="checkbox"/> 24 Creating a Successful Guild | <input type="checkbox"/> 66 Neopian Shopkeeper | <input type="checkbox"/> 96 A Pirate in the Sky |

- What is your favourite section in the magazine? _____
 - What would you like to see on the cover of Neopets: The Official Magazine?
Faerie _____, Neopet _____, Petpet _____, Villian _____, Other _____
 - Name of character you would like to see on the cover _____
 - Where did you purchase this copy of Neopets: The Official Magazine?
Subscribe _____, Grocery Store _____, Discount Store _____, Toy Store _____, Clothing Store _____, Book Store _____, Video Store _____, Other _____
 - How many hours a week are you on the the Neopets site? 1-3 _____, 4-6 _____, 7-10 _____, More than 10 _____
 - Do you collect Neopets plushies? Yes _____, No _____
 - If yes, how many are in your collection? 1-5 _____, 6-10 _____, 11-20 _____, More than 20 _____
 - How many people do you share this magazine with? None _____, 1-3 _____, 4-6 _____, 7-10 _____, More than 10 _____
- Comments _____



Name: _____ Age: _____ Gender: M or F _____
Address: _____
City: _____ State _____ Zip _____
E-mail: _____

**Fill out the
survey for
your chance
to win!**

Send this completed form to: Neopets Magazine Survey #6,
PO Box 803089, Dallas, TX 75248.

One entry per person. Photocopies are accepted. No purchase necessary.
One Grand Prize winner and 10 First Prize winners will be randomly drawn.
Open only to legal residents of the U.S. and Canada.
Entries must be received by 10/15/04.

OFFICIAL RULES: NO PURCHASE NECESSARY. OPEN ONLY TO LEGAL U.S. RESIDENTS. VOID IN FLORIDA, RHODE ISLAND, PUERTO RICO, AND WHERE PROHIBITED BY LAW. 1. SPONSOR: Beckett Publications, Inc., 15850 Dallas Parkway, Dallas, TX 75248. 2. TO ENTER: Complete and mail official entry form to PO Box 803089 Dallas TX 75248. Or send all official entry form information on a 3"x5" index card with the same information required as the entry form to PO Box 803089 Dallas TX 75248. 3. LIMITATIONS: Each entry must be received by Nov. 15, 2004. Only one entry per person per contest. Open only to U.S. citizens. Employees of Sponsor, its respective parents, subsidiaries and agencies (the "Entities"), and members of their immediate families, are ineligible. Entities are not responsible for printing errors or inaccurate, incomplete, stolen, lost, illegible, mutilated, postage-due, misdirected, delayed or late entries by mail. Void where prohibited or restricted by law and subject to all federal, state and local laws and regulations. 4. PRIZES: One (1) winner will receive a box of Neopets cards, having a verified value of \$200. Ten (10) winners each will receive two packs of Neopets Trading Cards, with a verifiable value of \$10. Prizes are not redeemable for cash or transferable, and no substitutions allowed except at Sponsor's sole discretion, a prize of equal or greater value may be substituted. All prizes will be awarded. 5. PROCEDURES: Sweepstakes begins Sept. 13, 2004 and ends Nov. 15, 2004. In random drawing on or about Nov. 20, 2004, under supervision of Sponsor, winner will be selected from all eligible entries received. Odds of winning depend on number of eligible entries received. 6. WINNER: Will be notified by mail and/or phone after Nov. 20, 2004, and prize shipped from. 7. RETURN OF UNDELIVERABLE PRIZES: Return of notification or prize as undeliverable or any violation of contest rules will result in selection of alternate winner. All taxes on prizes are solely winners' responsibility. Winner's name will be listed in a future issue of Neopets: The Official Magazine. 8. RESERVATIONS: By entering this sweepstakes, each entrant agrees to be bound by these rules and Sponsor's decisions, which are final. Sponsor reserves the right to publish winner's name in future issue of Neopets: The Official Magazine and the right to use the names and likeness of the winners in promotions and advertising, except where prohibited by law, and the winner may be required to sign a release for such usage. 9. LIMITATIONS OF LIABILITY: By entering, participants release and hold harmless Entities, Neopets, Inc., their respective subsidiaries, affiliates, directors, officers, employees, and agents from any and all liability for any injuries, loss or damage of any kind arising from or in connection with the contest or any prize won. Entities are not responsible for stolen, lost, illegible, mutilated, postage due, misdirected, delayed or late entries or prizes, for any incorrect or inaccurate information, whether such errors are caused by typographical errors, postal errors, or by any technical or human error which may occur in the processing of entries in the contest. If, for any reason, the contest is not capable of running as planned, including infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical failures, or any other causes beyond the control of Entities which corrupt or affect the administration, security, fairness, integrity or proper conduct of this contest, Entities reserve the right in their sole discretion to cancel, terminate, modify or suspend the contest. In no event will Neopets, Inc. be responsible for, or bear any liability relating to, any aspect of the operation of the contest, including, without limitation, the prizes awarded. 10. DISCLAIMER OF WARRANTIES: ENTITIES, NEOPETS, INC. MAKE NO WARRANTIES, EXPRESS OR IMPLIED, ORAL OR WRITTEN, CONCERNING THIS CONTEST. ANY IMPLIED WARRANTIES THAT MAY BE IMPOSED BY APPLICABLE LAW ARE LIMITED IN ALL RESPECTS TO THE DURATION OF THE CONTEST. IN NO EVENT WILL ENTITIES, THEIR DIRECTORS, OFFICERS, EMPLOYEES, AGENTS, AFFILIATES OR ANYONE ELSE INVOLVED IN THE CREATION OR OPERATION OF THIS CONTEST BE LIABLE FOR ANY DAMAGES WHATSOEVER, INCLUDING WITHOUT LIMITATION, DIRECT OR INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you. You may also have other rights which may vary from state to state. Texas laws govern the operation of this contest. These Official Rules and all Disclaimers made herein, regardless of any State's choice of law principles, with a forum and venue of Dallas County, Texas. 11. WINNERS LIST: Upon request, Sponsor will provide a list of Grand Prize winners upon completion of this promotion. Send request to: Beckett Publications, Neopets 8 Winners List, 15850 Dallas Pkwy, Dallas TX 75248. Neopets: The Official Magazine is a licensed property of Neopets®.

NEOPETS® MARKETPLACE

A. Neoscapes Lost Desert Computer Package (includes 1-Mouse Pad, 2-Cd Cases, PNP0001B)\$16.99

B. Neoscapes Faerieland Computer Package (includes 1-Mouse Pad, 2-Cd Cases, 1- Computer Stickers) PNP0001A\$16.99

C. Journals

Fyora The Faerie Queen Journal
NP0016\$7.49
Castle Defender Journal
NP0015\$7.49

D. 6 Inch Plushies

Kougra
NP00017.99
Kacheek
NP00027.99
Scorchio
NP00037.99

E. Voice Activated Toy

Scorchio
NP0010\$12.99

F. Voice Activated 12 Inch Plushies

White Uni Plushie
NP000929.99
Kougra Plushie
NP002829.99

G. Jewellery Packages

(includes necklace,bracelet,key chain,tattoos)
Aisha
PNP003A\$19.99
Kougra
PNP004B\$19.99
Scorchio
PNP005C\$19.99

H. Jewellery & Accessories

Faerie
PNP0012\$6.99
(includes key chain & tattoos)
Kacheek Necklace
NP0013\$6.99
Usul Necklace
NP0014\$6.99



NEOPETS® MARKETPLACE

D



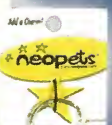
E



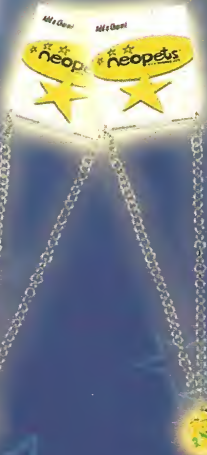
F



G



H



NEOPETS® MARKETPLACE

A. Gaming Case

PDYG9008\$18.99

B. Neopets 4 pocket Album

NP0027\$6.99

C. Neopets 3-pack booster

NP0011\$8.99

D. Neopets Trading Card Game Starter Set

NP0008\$8.99

E. Deck Boxes

Blue

PDYG6023\$2.99

Red

PDYG6028\$2.99

Gold

PDYG6022\$2.99

Green

PDYG6031\$2.99

Orange

PDYG6033\$2.99

F. Deck Protectors

Blue

PDYG6027\$3.99

Red

PDYG6029\$3.99

Gold

PDYG6025\$3.99

Green

PDYG6032\$3.99

Orange

PDYG6034\$3.99

G. Back Issues

(Indicate issue # & qty on order form)

Issues 1-5

Non Autographed\$ 9.99 each

Issues 1-5

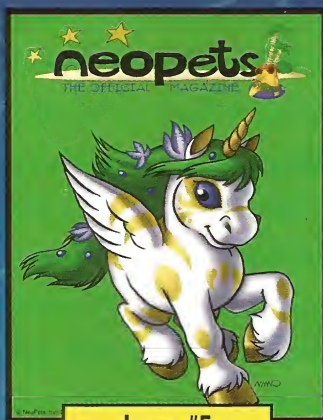
Autographed\$ 19.99 each

(with Free Starter Deck)

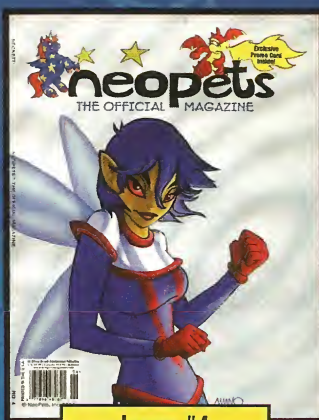


Items Not Included

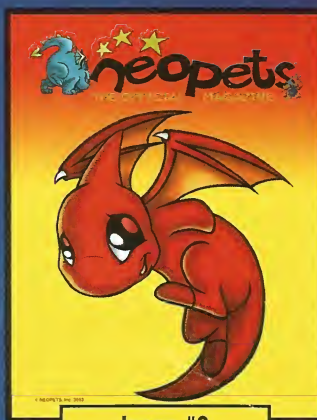
G



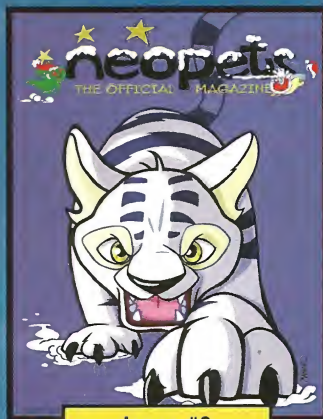
Issue #5



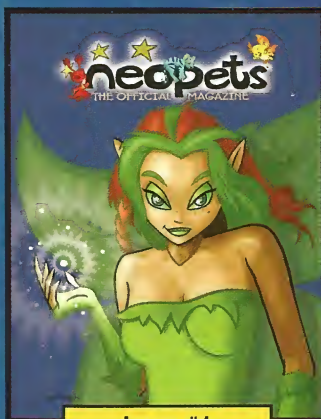
Issue #4



Issue #3



Issue #2



Issue #1

NEOPETS® MARKETPLACE ORDER FORM

ORDER FORM

Name

Street Address

City

State

Zip Code

Phone Number

E-mail Address

Select Items (for additional items please use a separate sheet):

Item #	Description	Page#	Size	Qty	Price	Order Total
					\$	\$
					\$	\$
					\$	\$
					\$	\$
					\$	\$

☐ VISA ☐ MC ☐ DISCOVER ☐ AMEX ☐ CHECK ☐ MONEY ORDER

CC#

Exp. Date

Name Printed on Card

Signature

SHIPPING & HANDLING CHART

\$1-25 = \$5.00
 \$26-50 = \$8.00
 \$51 & UP = \$10.00
 Canadian Residents
 Add \$15.00

Total price of items:

Shipping & Handling (see chart): +\$

Sales Tax: +\$

(Texas Residents ONLY add 8.25%)

Discount Coupons: \$

GRAND TOTAL: \$

SORRY, NO INTERNATIONAL ORDERS. Payable in US Funds. Payable to: Beckett Neopets Products

Mail to: Beckett Neopets Products, 15850 Dallas Parkway, Dallas, TX 75248

FOR FASTER CREDIT CARD SERVICE CALL 972-991-6657 OR FAX YOUR ORDER TO 972-448-9078.

www.beckettneopetsmagazine.com

NPCAT06

A Pirate In The Sky

Once upon a time, way back in Meridell days, there was a young farm boy who wanted desperately to be a pirate. He grew up hearing stories about daring uncharted waters, exploring native islands, plundering treasure ships and dreamed of the day when he would have his chance to be a bold buccaneer!

Unfortunately, he was only a farm boy and had little chance of ever becoming a pirate. He spent every day feeding the Petpets, repairing fences and minding his other chores. Until one day...

It was a day like any other. He was in the southwest part of the farm, chasing after some Petpets that got through their pens (he'd have to fix the pens when he got home) when he heard something falling high above him. He looked up... and saw a great ship plummeting to the ground!

The ship slammed to the ground with a great KERSMAAAASH! Dust billowed up in great clouds and the little farmer sat stunned, watching it settle. Then, very slowly, one at a time, figures covered in dust emerged from the ruined ship. They brushed themselves off, looked around, saw the little farmer and walked forward.

"Aye, little laddie," one of them asked. "What's yer name bein' now?"

"Jimmy," the farm boy said, looking up.

"Ar, well then Jimmy," another of them said, "we'll be lookin' fer the closest way ta be gettin' back t'the sea. Does ya have any advice fer us?"

Jimmy blinked twice, then smiled broadly. "You're pirates!" he said.

The tallest one nodded. "Aye, that's what we be," he said. "I be Cap'n Longlegs. And that's bein' me ship, the Settin' Sun."

Jimmy couldn't believe his luck. "Take me with you!" he said. "I want to be a pirate!"

"One step at a time," Captain Longlegs said. "First, we gots ta get us a new ship!"

Jimmy looked back behind the pirates at the wrecked ship. "Um... what... I mean how... I mean..."

"Why did we fall from th' sky?" the Captain asked.

Jimmy nodded.

"Well then, that's a long, long story..."

"I'll say..." said one of the other pirates.

"Shut yer face, Briggan!" the Captain hollered. "It was yer fault we wound up there."

"T'wasn't my fault, Cap'n," Briggan said. "T'was Harry's fault. He were th' one who took the gift!"

Another pirate – most likely this Harry fellow – shook his head. "I may 'ave took th' gift from her, but you were th' one t' use it!"

"An' Captain," Briggan shrugged, "if'n you hadn't ordered us t' sail into that storm, I wouldn't 'ave had t' use it."

"Use what?" Jimmy asked.

The Captain looked down at the boy. "A gift we gots from..." he looked around, as if someone might be listening. "... a gift we gots from a dark faerie."

"You took a dark faerie's gift?" Jimmy asked, almost laughing.

"Aye," Harry said, standing proud. "It were a gift."

"Not a voluntary one," Briggan smiled.

"It were more of an involuntary gift."

Jimmy looked at them sideways. "You mean you stole it?" The pirates didn't say anything, just whistled and looked at the sky.

"You stole something that belonged to a dark faerie?"

"It weren't so much a' stealin'," the Captain said, "as it were a re-allocation o' funds."

Harry whispered: "It were stealin'!"

Jimmy put his head in his hands. "Oh, my," he said.

"In th' meantime," the Captain said, "we're gonna need us a new ship. Just which way is th' ocean?"

Jimmy pointed south. "That way," he said. "But..." he smiled softly, "... if you go alone, you'll get lost."

"A pirate gettin' lost?!?" the Captain laughed. The other pirates laughed along with him. "You don't know much 'bout pirates, boy!"

"Oh, I know plenty," Jimmy said. "I know pirates know their way around the water like the backs of their hands. But pirates don't know much about these lands. And I think you'll get lost in the Haunted Woods and end up in a witch's stew. You'll need a guide. And I'm just the person to do it."

The pirates all looked at each other. "And what would this guidin' be costin' us?" the Captain asked.

"Nothing at all," Jimmy answered. "Just let me guide you to the open waters. When we get there, you can decide if you want to keep me on."

The Captain eyed Jimmy up and down. Then, he did it again. And he did it a third time. Finally, he said, "Right. We've got ourselves a deal."

Jimmy and the Captain shook hands. "Let me get my things!" Jimmy said and ran back to the house. "And by the time we get to the water," he whispered to himself, "you'll know that I'm worth having on the crew!"

In a few moments, he came back, pack strapped across his shoulders and smile on his face. "Ready!" he said. "Let's go then!" the Captain said. And they started walking. *



neopets[®]
TRADING CARD GAME

THE NATIVES ARE RESTLESS!

Plunge into the secrets of Mystery Island.[™] Discover new locations, tropical fruits, island plushies, powerful codestones, and exotic totems. With four new Neopets[®] – including Peophins and Techos – the new 100-card *Mystery Island* expansion for the Neopets trading card game lets you go native in a jungle paradise filled with quicksand and cookpots.

Gather your favourite Neopets and challenge your friends!



Virtual
Prize Code
in every
Booster Pack!

www.wizards.com/neopets

NEOPETS, and all characters, logos, names, and related indicia, are trademarks of Neopets, Inc. ©2004. All rights reserved. Used with permission. WIZARDS OF THE COAST and its logo are trademarks of Wizards of the Coast, Inc. in the U.S.A. and other countries.